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ick off your shoes, pour yourself a nice, cold carbonated beverage and settle into your favorite chair. Now you're ready to enjoy this amazing issue of TIPS & TRICKS!

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Tetris













MARCH 1999

ON THE COVER:

16 Action hero Gabriel Logan rocks the PlayStation world. Syphon Filter, 989 Studios and the Syphon Filter logo are trademarks of Sony Computer Entertainment Inc. @1999 Sony Computer Entertainment Inc.



QUOTE OF THE MONTH: A spinning soffee sup? I'm getting dizzyl



-Announcer, Irritating Stick

Cool Zone



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I3 COOL PENNY RACERS BODY STYLES



TRACK EDITOR FOR UNLIMITED HAIR-RAISING COTTOSES

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"EASILY ONE OF THE BEST NG4 RACERS TO DATE." - GAMERS REPUBLIC

Power Up!





For years, Tips & Tracks Editor in Chief Chris Bieniek has had a recurring dream in which he has the ability to levitate his entire body from a standing position. Strangely, he can only rise a few feet off the ground, and only for short periods of time, and only if he concentrates really, really hard.

Current Favorite Games: Bust-A-Groove, Irritating Stick, Blitz 99, Tetris Plus



Executive Editor Jim Loftus laughs louder than any other human being in recorded history. He's a generous tipper in restaurants, but occasionally gets thrown out of Toys R Us because he likes to climb up and rip open the factory-fresh cases of action figures that are stored above the display shelves and racks.

Current Favorite Games: Sonic Adventure, Godzilla Generations, The House of the Dead 2, Syphon Filter



Senior Editor Tyrone Rodriguez suffers from mild claustrophobia, but he's found a way to fight its effects when he travels between floors in the Tins & Tincks offices. Visitors to the building are often unnerved to find Tyrone standing in the corner of the elevator, chanting "Austin Powers...."Austin Powers..."

Current Favorite Games: The House of the Dead 2, Sonic Adventure, Kicker, Bible Adventures



Associate Editor Anatole Brown doesn't believe that those magnetic bracelets can have any effect on a person's health, but he's sure that they would have some kind of effect on a person's ATM card if they got too close to each other. That "Bigfoot" footage from the '70s, on the other hand...now that's a different story.

Current Favorite Games: Ehrgheiz, Ridge Racer Type 4, Tetrls DX, Street Fighter Zero 3



As a pre-teen, Associate Editor Jason Wilson used to pack all of his 100+ Nintendo Entertainment System games in a glant black garbage bag and get on the bus to go to his friend Joe's house. There, he and Joe would organize their collections into glant piles of Game Paks before sitting back to admire them.

Current Favorite Games: Street Fighter Zero 3, Ehrgeiz, Beatma-

nia 3rd Mix, Military Madness



Art Director Ione Flores listens to Radio Disney, but hates the fact that it's broadcast on the AM band in Los Angeles. She can't believe that AM radio still sounds just as fuzzy and distorted as it did when she was a little kid. "It's almost the year 2000," lone reasons. "Somebody ought fix that already."

Current Favorite Games: Bust-A-Groove, Crash Bandicoot: Warped, Hot Shots Golf, Sonic Adventure



Contributor Ara Shirinian has written book-length theological dissertations on "Camera Positioning in Polygonal Video Game Design," but can't explain why Meowth of Team Rocket is the only Pokemon who can speak English. Ara's favorite cable TV cooking show is Two Fat Ladies on the Food Network.

Current Favorite Games: CastleVania, Ridge Racer Type 4, Sonic Adventure, Galactic Pinball



Pat Reynolds' mother tells him every day not to move so fast across the room. She's worried he'll break something, but he's at the age when he'll do what he wants to. If Pat takes his glasses off, he can hold a View-Master reel up to his face and actually see the images in three dimensions...but he has to cross his eyes to read the captions. Current Favorite Games: Mega Man Soccer, Armored Core: Masters of Arena, Dungeons & Dragons: Tower of Doom



Mew is the rarest of all Pokémon; it's possible that the creature cannot be encountered during normal gameplay in either the red or blue versions of the *Pokém*on game. Japanese trainers who brought their Game Boys to Nintendo's Space World expo in 1997 were allowed to get one Mew apiece by trading with Nintendo employees. Here in the U.S., 151 lucky trainers will have the ability to win Mew through a special contest sponsored by *Nintendo Power* magazine.

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Got an interesting question or frozen pizza for the T&T staff? Send your tips, tricks and queries to:

TIPS & TRICKS 8484 Wilshire Blvd. Suite 900

Beverly Hills, CA 90211 We can't respond to individual letters, but we encourage you to write anyway because you never know.

POLLY WANT A DREAMCAST

The other day I noticed that three characters from Pokémon have the symbol of the new Sega Dreamcast logo on them. The characters are: Poliwag, Poliwhirl and Poliwrath. Should Nintendo's lawyers be worried about



That's a pretty funny observation, Kris! It seems like that funny little swirly thing is showing up everywhere these days.

1ST PLACE STATION

I have a question I would like to ask. What was the first game made for the PlayStation?

—Rick Craft Bois Blank Island, MI

Good question, Rick, but it's a touch one to answer. Namco's Ridge Racer was definitely one of the first PlayStation games to be finished or "made." Legend has it that the game was completed even before the PlayStation's memory and CD-ROM read/write specifications were finalized...which would explain why the entire game loads completely into memory when you turn the machine on, allowing you to remove the CD from



the drive and still play every stage. However, if you'd like to know the name of the first game to be published for the PlayStation in North America, the answer might surprise you: It was total Eclipse Turbo from Crystal Dynamics, which was shipped a few days BEFORE the PlayStation hardware arived in stores. We had a final, shrinkwrapped production copy of this game in the Tips & Takcs offices in August of 1995, and the PlayStation wasn't released until September!

SHORT-TEMPERED

own Pokemon for Game Boy and so do a few of my friends. I got the game when it first came out here in the U.S., and I, for one, love the game; it's so fun. But, you know, it really ticks me off when people who don't even have the game and have only seen the TV show a few times think they know everything about the game. For instance, I got into a big argument with some kids at school because they were saying things like "Pikachu is the best Pokémon there is," or "Nobody can beat Bulbasaur," And I said that Pikachu isn't the best Pokémon and that Bulbasaur CAN be beat. I asked them if they knew who Mewtwo. Spearow, Dratini, Dragonite or Abra were, and they didn't know. And you wanna know why they didn't know? It's because they're IGNORANT STUPID KNOW-NOTHINGS. Don't you agree with me?

Thank you for your time. You guys are the best.

—Chuck Hathcoat Catoosa, OK

Easy there, Chuck! Just because you're an awesome Pokémon trainer and those kids at school are not...well, that doesn't mean they're "stupid!" We think the folks at Game Freak—the creators of Pokémon—would be pretty sad if they found out that you guys were arguing about the game instead of sharing information and respecting each other's opinions. Those "know-

nothings" wouldn't be so "ignorant" if you took the time to tell them all about Mewtwo and Spearow, etc., now would they? Just keep your cool and they will know you're the man.

On the other hand, if you catch any of those punks saying anything bad about Jessie from Team Rocket, you let us know and we'll kick their ignorant, stupid, know-nothing butts all the way to Pizza Hut.

THE GREATEST GAME EVER?

I love Tips & TRICKS Magazine! 1 always find the codes very helpful and fun! A few years ago I checked out a game for the Genesis called General Chaos. It's the greatest game ever! I rented it about three or four times before they took it off the shelf. I searched everywhere to find a copy but I was unsuccessful. Then one day I went to the mall and was looking in a video game store when I saw it. They were selling it for five bucks! It was "pre-owned," but who cares? Of course I bought it. I brought it home and immediately started playing it. My friends and I have a blast playing it. I. was wondering if you had any codes for it. ANY CODES. My friends and I would really appreciate it. Thanks!

-Mark Nieto Long Beach, CA

For those who never heard of it: General Chaos was developed for the

TOKEN OF THE MONTH



token comes form the Fun Fair Arcade in Guam; it was sent in by Tyrone Morgan, a U.S. Navy sailor stationed just outside of Tokyo on the U.S.S. Chancellorsville. Thanks, "Big Mo"!

This month's

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" (con in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month TIPS & TRICKS Magazine 8484 Wilshire Blvd., Suite 900 Beverly Hills, CA 90211

Do You Have An



The ultimate action puzzle game comes to the PlayStation® game console! Test your skill and nerves against some of the most diabolical 3D mazes ever to hit a video screen. Based on a wildly popular

Japanese TV program, Irritating Stick is addictive, entertaining and IRRITATING!!!

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Genesis by Game Refuge, Inc., the same folks who created Rampage World Tour. Aside from the great gameplay, you can always tell a Game Refuge game because of the artwork by Brian Colin. Take a look at Xenophobe, Arch Rivals, Pigskin 621 A.D. and General Chaos and you'll know right away that the characters were all designed by the same guy. There are hundreds of thousands of artists who are proficient with ink and paper-and Colin is certainly one of those, toobut he really made his mark by working in the thankless medium of television pixels to create memorable, identifiable characters out of very limited color pallettes and relatively low resolution. We've heard that another Rampage seguel is in development...be sure to check it out!

Whoops! We almost forgot: Here are the tips you asked for.

Genesis Tips

GENERAL CHAOS

Secret Cheat Mode

Controller 2.

Pause the game. Press and hold buttons A and B on Controller 1 and button C on Controller 2 at the same time; you'll hear a bubbling sound. Now, while the game is paused, you can access the following features:

- Maximum Medics—Press and hold A and C on Controller 1 and B and Down on Controller 2.
- Battle Advance—Press and hold A, C and Up on Controller 1 and B on Controller 2.
 Full-Scale War Advance—Press and hold A, C and Down on Controller 1 and B on

These cheats give the victories and/or Medics to the Chaos Army. To give Havot the benefits, simply reverse the commands; e.g. for max medics, press A + C on Controller 2 and B + Down on Controller 1.



TOO MUCH TOO YOUNG

'Sup, guys? I was just reading about the Resident Evil novels in your November issue when I came across this sentence: "If you have not played the original Resident Evil—who hasn't?" I was furious I want to play Resident Evil 1 and 2 but my parents say I shouldn't because of the gore. I hear

everybody at school talking about it and I just stand there saying nothing! Do you think I should just play it or should I wait until I'm the proper age? I'm 12 and I'm in the 7th grade. Please publish this letter and answer it thoroughly because you are the first people I turn to. Thanks for your time.

—Jayson Zorb Po*m*ona, CA

Sorry, Jayson; that's gotta be pretty frustrating, man. But you've got to look at the big picture. The videogame industry leaders put ratings on their games in order to keep government legislators from completely censoring the games' content. If your folks didn't care enough to pay attention to the ratings and enforce them, those senators would say, "Look at that 12-year-old playing Resident Evil! Obviously, the rating system does not work!" And they would pull the plug on all kinds of cool games that just happen to have some violence in them; there would never be a Resident Evil 3! So, in a way, your parents are protecting your future as a videogame player. If you play by the rules now, you're helping to ensure that those games will still be around when you're 17.

SUPER BOY

I was at a grocery store about a couple of months ago looking for a good gaming magazine and the great artwork of your July issue caught my eye. I flipped through the pages and liked what I saw, and I immediately bought it. Soon after, I subscribed. Your magazine is the best. Anyway, I wanted to know if you could put the new Game Boy games like Pokémon, Superman, WWF Warzone and the new Color Game Boy games into the Super Game Boy. Please answer, thanks.

-- David Sarabia Venice, CA

Thanks for the compliments, David. Yes, you can play just about any Game Boy or Game Boy Color game on the Super NES with the Super Game Boy adapter. The Super Game Boy won't recognize the color information in games that play in color on the Game Boy Color, but you can still play them in black-and-white.

It is possible, however, that future Game Boy Color games will not work on the original Game Boy or Super Game Boy at all. Midway had announced that the Game Boy Color version of San Francisco Rush would not work on the older systems, but the game has been dropped from the company's release schedule and we're not sure if it will ever appear. For now, the only problem with Game Boy compatibility involves the new Game Boy Color-optimized The Legend of Zelda: Link's Awakening DX. This cart is slightly different from the original 1993 release of the game; most notably, a new dungeon has been added for players to explore. But you can't access the new dungeon unless you play the game on the Game Boy Color system. What's up with that?

ENTER THE DRAGON

I have been reading your magazine for some time now, and I have a question for you: Are the Dragon Ball games already released in the U.S.? Thank you for taking time to read my letter and keep on keeping on.

—Austin Jones Baltimore, MD



Dragon Ball Z Super Butoden 3 for the Super Famicom (a.k.a. SNES).

That's a darn good question, Austin. As far as we know, American video-game players have only been treated to one console game based on the very popular Dragon Ball anime series: Dragon Ball GT Final Bout for the PlayStation. In Japan, Dragon Ball fans have about two dozen games to choose from, including Dragon Ball fighting, adventure and role-playing games for the Famicom (NES), Super Famicom (Super NES), Mega Drive (Genesis), Game Boy, Saturn and PlayStation, Based on the number of Dragon Ball illustrations we receive for consideration in our Reader Art Gallery each month, Bandai (the publisher of all those Dragon Ball games) should definitely consider bringing a few more of them to this side of the globe.

GENESIS DOES

Your mag rules! Everyone I know tries to get it from me whenever my

LONG AGO, A SMALL COUNTRY WAS RESTOWED MYSTICAL OBJECTS POSSESSING MYSTICAL POWERS. BUT THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY, 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 HIBITIONALS FIGHT-FOR-PEACE, POWER, GREED AND PROSPERITY, OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN... FROM THE CREATORS OF DYNASTY WARRIORS MULTICIPED OF THE SECOND SE OF TOP OF STRUCTURES STREET LOWIS-RANGE PROJECTIVE AT MASS AS WELL AS MELLE BY LIVER MANY AND SEE AND SECOND SECON AND FREEDOM OF MOTORIES AS HELD BY SHIRTH HARDS HARD BY RECEIVED IN MOTORIES AS HELD BY SHIRTH HARDS HAVE BY THE SHIRTH HARD BY THE BY FOR AS OFF SERVICE WILLIAMS WAS STREEN We Miss to State Marie with It lift the light the light of the light o ESPANIE II ENTONANS, 6 SKIN S GAME MODES LET THE SLAUGHTER BEGIN WWW.KOEIGAMES.COM



new issues come. But I want to know what happened to your Sega Genesis Tips section. I know it's old, but a lot of us don't have enough pocket cash to go buy an N64 or Playstation. I have not seen it since the September '97 issue. Could you please put a Genesis Tips section in a future issue? Please show Earthworm Jim 2 and all the Sonic games. THANKS!

—Andy Siok South Windsor, CT

It's tough to keep a regular Genesis Tips section going when there haven't been any new games released for the system in such a long time. (Yeah, we know about Frogger, but we couldn't find any codes for it.) But since you asked so nicely, we stuck in a few pages of classic codes for the Genesis and Super NES in this very issue. To the readers who feel like complaining because you may have seen these codes before...hey, don't blame us; it's all Andy Siok's fault.

REASON TO LIVE

Wuz up, Tips & Tricks? I just want to tell you guys that your magazine rocks! I have not seen any other magazine like it. I have seen video game books like GamePro and EGM, and I always have one question: when are they going to show us come codes? I'm not saying they don't have any codes, but they just don't have enough for me to buy the magazine. When I look in a video game book! want to see what new codes are out. I wouldn't

know what other magazine I would be able to rely on for the best cheats and strategies other than Tips & TRICKS. Every time I get another issue it gets better and better. I want to thank you for giving me something to look forward to at the end of each and every month. You guys keep up the good work.

—Michael R. Powell Odenton, MD P.S. Please print my letter to show that

Thanks, Michaell What can we say? Codes are our business...and business is good.

ASKIN' AWAY

your magazine rocks!

I have a few questions/rumors that I need your help in clearing up.

1. I heard from more than one person that Nintendo is pulling *The Legend of Zelda*: *Ocarina of Time* off the shelves to make it a limited-edition game. What's the scoop? If it's true, wouldn't they be losing money? I mean, this game could be a million-seller in three, maybe four months.

Much like Final Fantasy VII, Zelda has a great storyline and would make a terrific movie. Have you guys heard anything about that?

3. How much longer do all die-hard Resident Evil fans have to wait before the movie is ready to hit the big screens?

4. This is the last one. A few months ago the people at Nintendo HQ said that the 64DD was near completion,

right? What happened to it? I don't even see any updates in your magazine, or at the most very little. Thanks a lot, you guys

are just too sweeeeeet!

—Greg Roshetko Cleveland, OH PS. Keep up the good work, you're #11

1. There is a "limited edition" version of Ocarina of Time that was produced in a gold cartridge casing; it was mostly available to those who pre-ordered the game. But there should be plenty of the normal "gray cartridge" versions available to whoever wants to buy it.

2. Not a word...but if Nintendo does decide to allow a Zelda movie to



Remember the Legend of Zelda cartoon? We didn't think so.

be made, we hope it will be better than those Zelda cartoons on the Super Mario Bros. Super Show from 1989...the ones where Link is always whining, "Excuuuuuss me!" every time Zelda refuses to kiss him.

3. If it's true that "no news is good news," then the Resident Evil movie must be doing great, because we haven't heard a word about it for months. We'll update you as soon as we hear something concrete.

4. Nintendo has put the 64DD add-on on the back burner for a while; a Japanese release date has not been announced, and it's very likely that the peripheral will never be released in North America.

MONEY TALKS

Hey, first I want to tell you that you have a great magazine! I have a juicy code for ya if you ever decide to print Genesis codes again. The code is for Theme Park to get BUNCHES of money! Go to the Enter Password Menu, put "DST" for the name and "SAKCQSABDS4" for the password.

-- Danny Richardson North Bend, OR is letter, do not tell

P.S. If you print this letter, do not tell my brother; he will kill me if he finds out I sent in our "secret code."

What is it with you people and the Genesis? This month's mailbag had more letters talking about the Genesis than about Sega's new Dreamcast system! That \$30 "Genesis 3" console must be pretty popular!

I WANNA BE ZELDA

I wrote to Nintendo of America about making an N64 sequel to The Legend of Zelda: Ocarina of Time. My idea was to control Princess Zelda at some points in the game. I wanted to know you guys'—and lone's—opinions



Send us your Game Boy Frinter, Neo Frint, Frint Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to Tips & Tricks, 8484 Wilshire Blvd., Suite 906, Beverly Hills, CA 90211 and we'll try to print 'em right bere!





about the idea. I think it's good because the only Nintendo game I can think of in which you control a female is Metroid. Oh yeah, I forgot Perfect Dark's Joanna Dark. They should make more games with female main characters, but not Lara Croft clones with big boobs. A good game doesn't need sex and violence to make it. Look at Banjo-Kazooie and Zelda.

Will you print my letter please? —Jesse "Link" Korkki Flagstaff, AZ

Hear, hear! We'd love to see a Zelda game in which you actually get to control Zelda herself.

ART CRITIC

I wrote you a letter in August of '98 and enclosed three drawings. I have NOT seen any of them in any of your issues since then. I have observed past issues and MY drawings are 80 times better than some of the very poor drawings in the magazine. I think that you publish some of those just because they say "Tips & Tracks" on them. So I am remailing two of my drawings with "Tips & Tracks" written on them. Other than that, I love your magazine.

—Tyrone Strickling Arlington Heights, IL

You might think this is crazy—and we may be the only magazine in the world to do this—but we don't choose the pictures in the Tirs & Tricks Reader Art Gallery based on how good they are. Believe it or not, we select them totally at random, just so everybody can have a chance at getting their name and their artwork into the magazine. We figured that it would be more fair to do it this way, and the result is a REALLY wide variety of art styles and subjects, which is more fun for everybody. We hope you'll agree.



Illustration by Tyrone Strickling. So there.

LOSS OF CONTROL

Hey, Me again, Okay, here's the thing. One of my best friends has Mortal Kombat 4 for his Nintendo 64. I go down to his house pretty often, like every day. Anyway, I learned all these combos and other crap on an N64 controller. So, a few days later I went to an arcade to play MK4. I was terrible. I was so used to the N64 controller and it was the first time I had played it in an arcade. In case you don't already know my idea, I'll spell it out for you: I think that all games in arcades that are available for home systems should have the home system controllers on the machines as an option. Or they should have the ports so people can bring their own controllers and play. I figured, hey, they make arcade sticks for home systems, so why not do the same thing vice-versa? What do you think about my idea? Please print my letter, I want to get some feedback. Thanks!

> -Jon Culver Louisville, KY

That's a pretty cool idea, Jon! As a side note for trivia geeks, most Neo•Geo arcade cabinets do have controller ports that allow you to use the home system's controllers to play the game. Unfortunately, the sockets are mounted on the main motherboard, which is locked up deep inside the cabinet where nobody but the machine's purpose a corest.

owner can access it. The thing you have to rememberand this is the reason why your idea would never work-is that arcade games have to be super tough in order to withstand the daily abuse they receive at the hands of the most hardcore video game players in the world. If there was a big old Nintendo 64 controller hanging out of the front of a Mortal Kombat 4 arcade machine, you can bet that some punk would rip the cable out faster than you could say "Chuck E. Cheese!" And if there was a port for you to plug in your own controller, it would be constantly shorting out because some creep put a booger in there or flicked the ashes from his cigarette all over it. You gotta give credit to the folks at Midway for being brave enough to mount a N64 Controller Pak socket on the 8litz 99 arcade cabinet...but then, they made sure that nobody would be able to mess with it. The port is covered by a thick metal door that slides open when you pay credits to access it; when you remove the Controller Pak, the door slowly closes again, locking up tighter than Willy Wonka's chocolate factory.

BY A VOWELL

Hey TIPS & TRICKS, I've got a lot of questions I was hoping you could answer, and I mean a lot of questions.

1) I have a Sega Genesis, but I never managed to grab one of your issues with the Genesis codes. Could you PLEASE put all Genesis codes in at least one of your issues?

2) Is there a level select for Star Fox 64? 3) How do you beat Shinnok in Mortal Kombat Mythologies: Sub-Zero? I managed to freeze him, then punch a few times, but his life meter never goes down.

4) In Super Mario 64, when you get all 120 stars it says in a code book that there are more secrets to find. Other than Yoshi being on the castle roof, that's the only "secret" I can find. What are some more "secrets?"

S) On WCW vs NWO World Tour, when you put in the Game Shark there is a code to get extra characters, but I can't get the code to work. I know there are two different versions of the game, and I've tried both codes and neither work. What's wrone?

6) I know it's not your job to keep up with what happens to TV shows, but since it involves video games you might have what I need to know. I used to watch Mortal Kombat (the animated version), Sonic the Hedgehog and Super Mario Bros. on the USA network. What happened to them?

7) I saw an ad in your magazine for a TV show called *The Electric Playground*. What station can I find it on?

—Clint Vowell Philadelphia, MS

1) You know, this sudden explosion of interest in the Genesis is really starting to get scary.

2) Not that we've been able to find.



3) You have to freeze him, then teleport to the other side of him, freeze him again while his back is turned and grab the amulet from around his neck.
4) Have you seen how sparkles come out of Mario's butt when you do the triple jump now? That's gotta be good for something.

5) Hmmm...it's hard to say. Try re-en-



tering each of the two codes, one at a time, and make sure that you've only got ONE code active each time you test it out. This way you can isolate the problem if it's conflicting with other codes you may have entered. If that doesn't work, contact Interact's customer service department to see if they can help.

6) Looks like all three shows have been removed from USA's programming schedule. If you didn't tape any of the episodes while they were still on, you might be able to find some of them available for rent at your local video store. Only a handful of the animated Mortal Kombat episodes have been released on video, but there are a lot of Sonic and Super Mario Bros. tapes available.

7) As this issue went to press, The Electric Playground was only being broadcast in Canada and in select U.S. cities. We'll let you know when it goes nationwide; you're gonna love it!

A LITTLE RARE

I noticed in your January '99 issue that Sega Saturn codes were a little rare in your Tips section. So, I was wondering...WHAT IS GOING ON? I mean, I love your magazine, but this is too much! Anyway, if you are going to get rid of your Saturn tips, can you at least go out with a bang and have tips for, like, every Saturn game?

—Justin Granger Midland City, AL

Come on, Justin; surely you've noticed that Saturn games are "a little rare" down at your local video game retailer! We're proud to have supported the Saturn during its all-toobrief days of glory, but every once in a while we have to clear out the codes for dead game systems to make room for the new ones. We've heard reports that one American game publisher may continue to release new software

for the Saturn—in fact, there's talk of the Saturn being redesigned and reissued for a shockingly low price—but until these rumors are confirmed, the Saturn will continue to be yesterday's news.

BUBBLICIOUS

If you guys at Tirs & Tricks can name your favorite video games on page 6, 1 can name mine: WCWINWO Revenge, NFL Blitz, Resident Evil: Director's Cut and Bubble Bobble (NES). Have any of you ever played Bubble Bobble on the NES before? It is an excellent game.

Tom Putman

Houston, TX

Of course we've played the NES Bubble Bobble! Our love for Bubby and Bobby continues to this very day, as evidenced by the Bust-A-Move 4 strategy guide in our last issue.

COLOR COMMENTARY

For Christmas '9B I received a Game Boy Color with Mortal Kombat 4. I have a couple of comments about the system. Overall, it is really cool. It has a vivid, crisp, ultra-sharp screen and an infrared wireless communications port. The battery life is an eternity, even compared to some black & white systems (10 hours on two AA batteries). In my opinion, it has only two drawbacks: It is not back-lit (you can't play in the dark) and the use of the infrared communications port is very limited. Only the upcoming Game Boy Color games will have this feature, and the two units must be kept perfectly aligned and within 20 feet of each other. Personally, I believe that the standard linking cable for two-player games is a much better option. The wireless port would be better used as a remote control. Then again, that might drain the batteries too quickly.

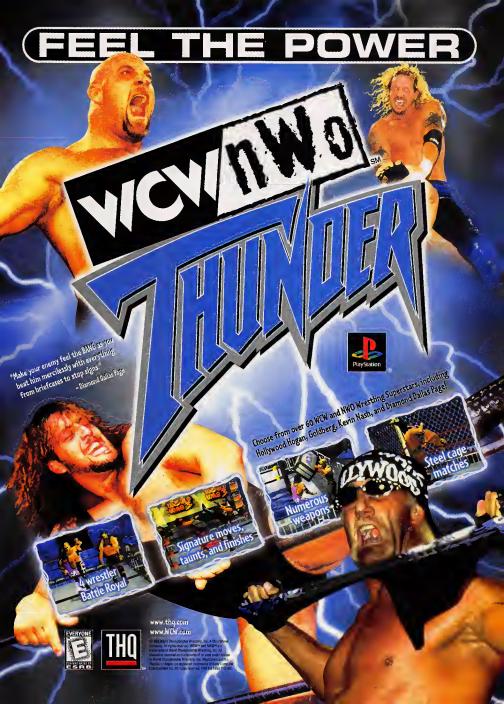
—Tim Villabona Pensacola, FL

Glad you're enjoying your new game system, Tim. Like you, we're very anxious to find out how the Game Boy Color's infrared communications will work; it'll be great for trading monsters with future editions of Pokemon. Using the Game Boy Color as a remote control device for your TV or VCR? That's probably one of the crazy ideas that Nintendo is cookin' up in its research labs even as we speak. We've said it before, and we'll say it again: If any video game system has a chance to live forever, it's the Game Boy.

IMPORTANT NOTICE: TIPS&TRIES Needs Your Help!

Who is the primary user?	What type(s) of games do you plants	on to buy? (mark all that apply)
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Do you recognize this card? There's one like it in just about every new video game you buy. When you fill out and mail a card like this, you're giving the game's publisher valuable feedback about you and your interests. They're usually postage-paid, and some publishers even use the cards to give out free games in monthly drawings! Unfortunately, if you look closely, you'll see that TIPS & TRICKS has not been included in the list of magazines that this particular card asks about. This is where we need your help. Whenever you fill out one of these cards, PLEASE check the Tips & TRICKS box to tell the publisher that you read our magazine! If there is no TIPS & TRICKS box, write it in vourself! We want to make sure that everybody in the industry knows about TIPS & TRICKS, and there's no better way to spread the word than to have our readers speak for us. We've always known that TIPS & TRICKS has the coolest, most powerful readers in the business; now we're asking you to prove it by taking a minute to get involved in this very important project. With your help, TIPS & TRICKS will continue to grow and thrive through the new millennium, bringing you more tips and codes than you've ever seen before!







Weapons

There are many effective weapons in Syphon Filter, but a few of them simply kick butt. For gunningdown any type of closeto medium-range baddie, nothing works faster than the K3G4. With its tefloncoated bullets, even goons wearing flak jack-



Shotgun

ets can be eliminated in no time flat! The K3G4 is the

ing groups of medium- or long-range enemies, Gas Grenades are superb. When dealing with long-range op-

position, the most effective weapon is the M-79, a

grenade launcher capable of devastating amounts of

coolest-sounding gun out of them all, too! For eliminat-













M-79

damage. Also good for picking off distant targets is the Sniper Rifle, a weapon which is most useful when the action is of low intensity. I've found the Taser to be of little use, generally speaking, although it is totally sufficient for taking out lone, non-flak jacket wearing, close-range terrorists if you're trying to conserve ammunition.

startin altive

I cannot stress enough just how vital it is for the player to grasp a firm understanding of both the camera and the control in this game before embarking on any given mission. As with any 3-D, Tomb Raider-type adventure these days, dodgy, inappropriate camera angles can seriously impede a player's progression through a game. As expected, the camera tails Gabe as he moves throughout his environment, providing a more than adequate vantage point. The developers of the game decided to give Gabe the awesome ability to move forward while targeting enemies behind and around him; a feature not unlike the one integrated into Activision's 1998 PlayStation release, Apocalypse. This "run and shoot" targeting ability not only broadens the scope/potential for eliminating targets on-screen, but it also adds a whole lot of drama to the overall experience. So far, so good, right? Well, in this case, innovation doesn't come without its price. Obviously, Gabe is a man-not a machine-so he can target only one enemy at a time. Pressing R1, the "targeting" button, always locks on to the nearest baddie. Each time R1 is pressed, the target cursor commits to the next available enemy in the vicinity. Unfortunately, things can get pretty nuts. One example: An area populated with more than one enemy. If the nearest available baddie is a "low-level threat" goon with a handgun while a grenade-tossing terrorist is trying to blow you to Kingdom Come, it could be over before it even begins. Things can become progressively worse if the "nearest target" happens to be on the other side of a wall! Since the camera shifts itself into a new location each time a new target is selected, the picture can get even more disorienting. To compensate for the insanity, the best advice I can give you is this: Clear out one room or area at a time. Enemies show themselves at pre-programmed trigger points. If you attempt to rush through one room in order to make it to the next, for in





stance, 9 times out of 10, you'll end up with a bunch of terrorists doing the macarena on your corpse. That's not to say there aren't some occasions when it is in your best interest to high-tail it from one spot to the next. I'll be sure to fill you in whenever this becomes necessary. The second example of nuttiness: Targeting on the run. As you press and hold the R1 button to target while moving, the camera oftentimes shifts to place the cursor on an enemy. As the camera swings around to the new position, it can make moving Gabe forward a disorienting nightmare. In many cases, you will be forced to abandon the target in order to maintain control of Gabe's forward movement. The third and final example: Close-range targets. If a terrorist is at close range (one to five "feet" or so) and you attempt to target him (whether you are moving or stationary), Gabe can easily end up with built-in air conditioning, if you know what I mean. There were many times when, even though I knew I was locked-on to a close-range enemy, the evil bastard would just stand there completely unharmed—all the while, filling me full of lead! Can you say "cheap?" The bottom line is this: Avoid targeting enemies in this game at close range... avoid it fike the plague.

georgia street

Your baptism into the world of polygon evil! Be ready to provide cover fire for nearby CBDC agents. Don't touch any of the fiaming vehicles, or accidentally shoot one (it could explode.) From where Gabe starts out, head through the alleyway and wind around to the adjacent street. As you head toward the bank, cover the agent out front. Move in and protect the agent from death so he'll be able to assist inside the bank. Once the bomb is deactivated, get out that flash-light and check the back room for goodies. Go back outside and get your butt to the bar. Keep moving; targeting each enemy as they come. When you see Kravich, you may want to use your Sniper Rifle to get a head shot; he's wearing armor. Obliterate the communications array on the small circular table. Head back toward the bar entrance. On your way, go into the small room where the terrorist and the crates are located. Kill the creep and shatter the window. Climb outside—this is the path you need to take to de activate the subway station gate. Blow the lock off of the chain-link fence using a gun (any gun will do) and hit the elevator switch. Take the elevator to the underground area and turn on your flashlight to locate the switch that by-passes security for the subway station gate. Go back up via the elevator. Return to the street where the subway entrance is located. Take the ramp down to the subway. Now it's time to get crazy. The subway can be disorienting, so check the map on the right for guidance. As you enter the

Way can be disorienting, so check the map on the right for guidance. As you enter the Upper Terminal, unload on the terrorists. Check the Upper Terminal's west side; you should find two openings (see map). Opening A leads to an M-79, Flak Jacket and Grenades. Opening B takes you, to an elevator to the Lower Terminal, but we'll get to that later. Next, head for Bomb I, located on the east side of the Upper Terminal (see map). Tag Bomb 1. Cross back over to the west side (still the Upper Terminal) and enter Opening B. Move toward the dark end of the passage. When it gets really dark, turn on your flashlight. Hit the the elevator call switch on the wall. Turn and take the elevator call set as you approach Bomb 2, be prepared to return enemy fire. When you get close to Bomb 2, you must carefully

pick-off the armor-dad goon. Use the sniping method to score a head shot. If you screw up and hit the bomb, or try to fireup the bad guy's body, it's all over. After killing the terrorist, tag Bomb 2. Oops!

















THE BLOOD
AND GORE AND
BIOLOGICAL THEME IS
VEDDY TIMELY. I URGE ALL
MY BROTHERS TO USE DIS
GAME AS A BLUEFRINT
FOR DESTRUCTION
EVERYWHERE!

March 1999

TIPS & TRICKS

Syphon Filter

destroyed subway

Do NOT get near any of the flames! If you're injured, a flak jacket is located on the walkway directly to the right of where Gabe starts out. Cross the tracks and let the running, screaming guy drop and smolder, then walk over him and make your way around the corner. Shoot the two goons, then cross over and climb the wrecked subway car to the right of the far wall opening. Walk along the top of the subway car, then drop down and get out your flashlight to quickly locate the C-4 explosives lying near the end of the tracks, just before the flaming subway car.. The reason you want to grab the C-4 before gunning for the nearby terrorists is because you'll want to secure a checkpoint before the deadly confrontation ahead. Before taking out the terrorist lobbing grenades, I've found that it's best to kill the two gun-toting goons first. Next, position yourself just around

the corner from where the flak jacket-wearing, grenadethrowing baddle is located (be sure to high-tail it if you hear a grenade land nearby). Use your sniper rifle to get a head shot (you'll have to be quick). Climb up onto the red, overturned soda machine, then ascend the sign and beams above. Shimmy your way along the metal pipe and drop down. Move forward and make the first left. Make your way across the tracks to turn off the gas main (you may need to use the flashlight). Next, blow open a passage for the CBDC agent at the barred-up "Exit" gate. Cover the agent. Make your way over to the other set of tracks and climb the crate to run along the tops of the subway cars. Back away from the flaming terrorist (he gets close), then turn and eliminate the creep on top of the subway car or just make a run for it down the tunnel. You've made it!







main subway line Bossi

The game's very first boss encounter! Grab M flat acket if necessary, then hot-foot it after Aramov. Watch out for the speeding trains! The trains have a somewhat predictable pattern; run on one set of tracks while the other is occupied, then cross over to the other side at the nearest break. You can also duck into utility areas if you think you're about to get nailed. As you pursue her down the tracks, you'll should aim for Aramov's head using your Sniper Rifle, since she's wearing a flak jacket. It's a bit tricky, but entirely doable on the first attempt.











Syphon Filter

washington park

After almost getting nailed by a speeding patrol car in the CG-rendered cinema for this level (bizarre, but kinda funny in a twisted sort of way), Gabe must locate and assist CBDC agents in the disarming of four bombs, one at a time. He must then make it to the Freedom Memorial in one piece The bombs are easy to locate; just keep an eye on your radar and you should have no problems. If you get lost, sometimes it helps to follow sidewalk paths; most of which lead to new areas of the park. After dismantling all of the bombs, head to the tennis courts. Here, you'll need to take care of a hostage situation (it's pretty freakin' cool, too!) To position yourself within range of the lone terrorist, I suggest entering the court at the north side; move in slowly, then use your Nightvision Rifle to zoom-in on the scum bag and nail him in the head. This will free the two CBDC agents. Head toward the memorial. On the way, you'll need to get to the satellite dish located atop an Intelligent Qube-looking structure. Head through the hedge maze. As you get close to the Freedom Memorial, enemy numbers increase to ridiculous levels-but you must make it out alive. Stealth rarely cuts it at this point; there are simply far too many bad guys. Run for the memorial like there's no tomorrow!







freedomamemorial

Your second boss encounter BOSS! This flame-throwing Frenchie wants to turn you into french fries! Since he's wearing full body armor, you can't even rely on a good ol! head shot to take him out! Killing Girdeux requires nothing less than several shots to his back. Ignore his threats and grab the Shotgun. Run a circular pattern on the outside. You can hit him in the front at his shoulders, but targeting his back will get the job done quicker.

March 1999

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TIPS & TRICKS



roemer's base

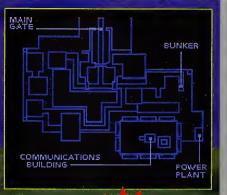
Immediately grab the Gas Grenades from the locker in the guard shack. Climb the nearby truck and smoke the two trigger-happy jerks below, using one of your newly-acquired grenades. Wait till the gas completely dissipates, then drop and creep over to grab their ammo. Next, zoom-in on the guard atop the far walkway and plug him. Use stealth to guietly pick off all remaining terrorists if you want to avoid conflict. If you do end up sending the base into "red alert", you can still get the job done, so don't panic. You must locate each of the five fuel tanks and plant C-4 charges on them. Disable power to the motion sensors, then head to the missile bunker to finish up the mission,





base bunker

Grab the flak jacket. This is probably one of the easier levels in the game, although making your way through the corridor maze can be a bit confusing at times. Flip green switches to open doors. Flip red switches to cause the laser gates to deactivate. Some of the red switch boxes are out-of-reach, however, and can only be activated by shooting them from a distance. The main goal is to index ten missiles located in the complex. Due to the locations of some of the switches, you'll be forced to do some backtracking, but it's not too bad. Once you enter section 2-1, be careful shooting; one miscalculation, and BOOM! Take the twin guards out, then index the four uprighted missiles. Be extremely careful once you get near the corridor where the booth with the glass windows is; the quards nearby will attack, and they don't play. Activate the computer in the booth to open a storage area filled with items. If you destroy the computer, the door will not open. Head to the elevator and make your way to the roof.



DASE OMEL BOSS!

Your third boss battle, this one's a real pain in the ba-doinker. Ascend the ramp to override the radar tracking satellite. After the ultra-cheesy radio dialog, you'll need to hot-foot it down the ramp and prepare for a hellish confrontation with Roemer in a helicopter. The best strategy for taking him out is to keep moving! This may sound like a simple task, but believe me, it's not. There are four footlockers containing flak jackets and PK-102 ammo, and chances are, you're gonna need every bit of it. When the helicopter does a straight fly-by, target with your PK-102 while running straight. Try keeping yourself behind it and fire away. Each time the chopper pauses to rise up from below, it will switch to deadlier guns, capable of instant death! When this happens, run as fast as possible in a circular, pattern to avoid becoming Swiss cheese. Once he distances himself from you, return to the first pattern. Once you have damaged the vehicle to the point where smoke is pouring from it, Roemer will begin dropping baddies out, usually two at a time. Take these guys out at all costs, since they pose a serious threat to survival. Focus on the chopper, take out goons, focus on the chopper, take out goons-keep at it, and eventually, Roemer's toast.





base escape

Keep on a-runnin'! Once you've made it to the central overhead crosswalk, climb up and then roll down onto the ground and head for the Main Gate. You may find this hard to believe, but as long as you know your way around the base somewhat, that's really all there is to it.







roemer's stronghold

A complete nightmare! This level truly is one of the most diffi-cult in the game. Roemer's stronghold is made up of a pair of cathedrals tightly-guarded by terrorists disguised as monks (either that, or elongated Jawas!) The first thing you'll want to do is descend from the rooftop. From the starting position, run straight ahead, taking between six and seven steps. Turn to the right and walk off onto the small ledge below. Hop down, and creep forward to take out the terrorists; there's one shooting from a window and one down below. You can use your Sniper Rifle to clean house, but you'll need to be quick. Walk down to the lower portion of the beam (be careful; it's narrow) and roll off. Climb up either of the two windows to enter the church. Grab the Sniper ammo from the footlocker, then proceed quietly into the hallway to make contact with the first of ten scientists. Once physical contact has been established with him (they wear white lab coats), the scientist will completely surrender by kneefing in front of you. Now here's where things get creepy...in fact, forget "creepy"; I'd say they get downright sadistic! Gabe must literally kill the scientist, execution-style! As the crosshair makes contact with the scientists body, he pleads "N-no...don't shoot me! Don't kill me! I'm not armed!" It is at this point when Gabe must aim for the doctor's head to put an end to his life. Chilling. True, he is an "eee-eeevil" scientist, probably responsible for



many terrible experiments on innocent people, but YEESH!this is pretty harsh stuff for a console game! In any case, locate the first pair of test subjects and administer the Antigen. Finish searching church number one by locating three laboratories, killing the remaining scientists, administering the Antigen to the rest of the sick people and obtaining the key card. The key card is necessary to open the large wooden doors which lead to the balcony. Climb in through each window and back out, except for the third one from the left; this window leads to a new section of the first church. You can target chandeliers capable of crushing an enemy instantly. Enter the library and do some Spring cleanin'. Be sure to grab the G-18 ammo from the footlocker located on top of the first bookcase near the entryway. Make your way up, up, up to the window and cross the narrow beam. Drop down through the window ahead and take out the Jawa...er, I mean monk, Be super careful when you target the second monk waiting in the lab; there are dangerous, stinky chemicals all around! Administer the Antigen to the poor sap in the corner, then move downward. Wind

around until you get to what I like to call "The Evil Attic". This room is located at the upper level. Clear the way of monks and go down the opposite ramp. This leads to the green switch which unlocks a wooden door. Bust the window, climb up, then lower yourself down onto the outer rooftop. Climb up onto the center beam and head across to church number two. Roll in through the window and grab the Gas Grenades, then toss 'em at the two terrorists guarding the elevator. Once they're out of the way, head down via the elevator.











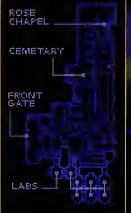


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stronghold lower level

This level initially contains the same type of activity as the previous one. Where things really heat up, though, is outside. Once you make your way outdoors, the terrorists go completely bonkers and stop at nothing to put you six feet under (hey, their cemetery is nearby, ya know!) When you make the trek across the courtyard and back up and into the stronghold, you'll need to obtain the key card to unlock the large wooden doors. To get the key card, you must cross the beam which leads to a lab. Kill the armed scientist and grab the card (checkpoint). Take the beam back to the outer ledge to where the balcony is and enter through the window to the large wooden doors. Activate the green switch and kick the doors open. Take out the two goons,

then turn around and head for the narrow, green-lit lab. Go for a head shot on the scientist at the far end; he's wearing a flak jacket. Do it quick, run over and grab the ammo and key card for another checkpoint. Now, here's where things heat up again. A monk enters at the opposite end of the lab, and he's throwing a grenade party just for you. Use the Sniper Rifle to pick him off (head shot). Backtrack and pass the large, opened doors. With the new key card, you can now enter the wooden doors around the corner. Kill the monks and scientist, then head for the opening to the north, which leads to the Rose Chapel. Climb the spot in order to walk the beam. After taking a crazy leap through the huge window, you'll end up outside. This goon-infested outdoor area basically infuriated me into throwing one of my nice, new analog controllers across the room several times—it's that tough! And while the vibration motors in my controller are no longer working,' can at least say that I made it through (yeesh—the things I sacrifice for this may)! Enter the Catacombs.



can i borrow that?

In Syphon Filter, you may notice several glaring examples of ideas borrowed from other games.



MIDK



MISSION: IMPOSSIBLE

Sniper Mode

A breakthrough gameplay feature first seen in Shiny's MDK, Syphon lets you use a Sniper Rifle, used to zoom in and "pick off" enemies in the distance.

Helicopter Boss Battle

The helicopter battle during the game's "Base Tower" level seems to carry with it more than a bit of inspiration from a certain scenario in Konami's Metal Gear Solid.

Suave and Debonair

What would any self-respecting espionage game be without the obligatory, James Bond-inspired "I'm wearing a black tuxedo and I'm in a fancy place" level? In this case, it's a level called Expo Center Reception. We've seen it before in Metal Gear Solid and we're sure to see it again in future spy thrillers.



Metal Gear Solid



Mission: Impossible

Hide And Seek

As in games like Tenchu and Metal Gear Solid, Syphon's Expo Center Reception level is heavy on stealth. Not only does Gabe wear a tux in this level as mentioned above, he also must trail an enemy without alerting nearby quards.

Let it Snow, Baby!

Just like in MGS and Mission: Impossible, this game features a blustery, snow-packed military base level. The one in Syphon is called "Roemer's Base," and it's filled with plenty of trucks, bunkers and metal fencing. Hey, it's so cold, Gabe can even see his own breath!

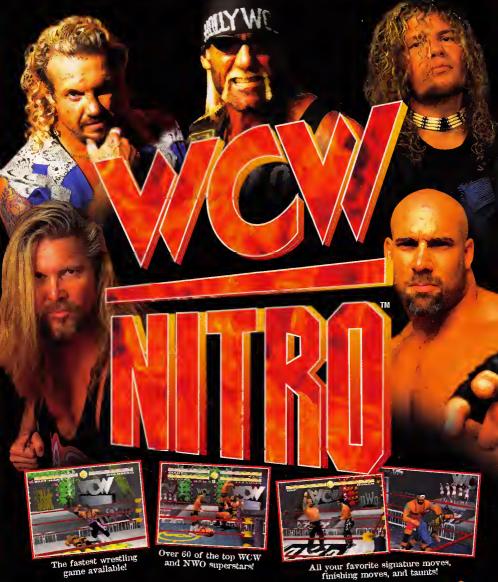
The Logo

What is it with stealth games and "punched out" logos? Think I'm over-reacting? You be the judge!

srealrn **Syphon Filter** orism on US soil must be stopped. strateg the fate of millions relies on the skill of one special agen abrie to be continued next month...

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Lightning-fast arcade-style action!



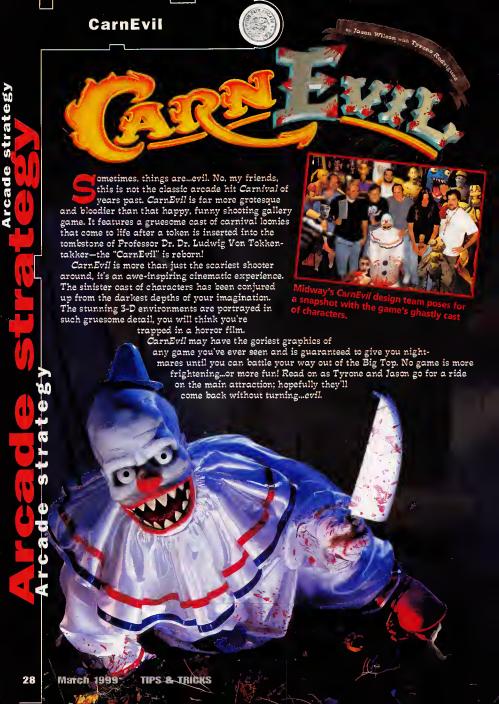














More than just another freak show attraction, Junior is Professor Tokkentakker's "pet project." By creating an army of giant freaks who will respond to his every command, Tokkentakker hopes to one day overtake the entire planet in worldwide "CarnEvil-ization!" Junior is well fed and protected in his compound, but Tokkentakker is not certain if his experiment will ever stop growing.



Lester and Hester Turvey were once a pair of twin brother acrobats in a small travelling circus. Profes-sor Tokkentakker discovered them one day and offered them top billing in his CarnEvil sideshow. Later—after some minor cosmetic alterations they did become the main attraction of the Freak Show, although not guite as Tokkentakker had promised. Four surgeries and two lobotomies later, Flapjack, the amazing Flip-Flop man was born!



What would an amusement park be without its syrupy sweet mascot? Rickety Town's own
"Carnie the Dinosaur" can be found stalking the Dino-Rama ride. He's cute and lovable, but don't get too close or he'll bite your head off.



The zombie is one of the many cursed local farmers who died horribly as a result of the great plague that followed Tokkentakers' burial in 1898. Now raised from the dead, the zombies are doomed to wander the grounds of the Haunted House in search of human flesh to harvest in a futile effort to satisfy their eternal hunger.



Ghouls are disturbed souls that will never find peace among the living. Their only pleasure is in your pain, and they will not stop their attack until you or they are destroyed.



Just as there is night and day or hot and cold, Kram-pus embodies all that is mean and cruel. A creature as old as Winter itself, Krampus is a being of pure evil who scours the earth seeking out all the "naughty children to eventually turn them into his personal slaves, the Tinsels. Krampus just loves surprising all, the little kids who wander into his giant snow-globe lair at the end of the terrifying "Slay Ride".



An innocent bystander; a contemporary teen resident of Greely Valley, Iowa. Betty reluctantly agreed to go along with her friends on the "Spooky Sam Ghost Tour" through Greely Valley Cemetary. Little did they know that this would be the night that CarnEvil would return. Betty is now helpless trapped in the twisted walls of CarnEvil. Do you have what it takes to save her?



The ultimate yes man, Smilin' Bob will greet you with a cheerful "Top o' the mornin' and "Check your oil sir?" Armed with a big smile, a big wrench and a gas can, Smilin Bob will go that extra mile to make your visit a good one!



Tinsels are the evil elves who are in the faithful service of "Krampus the Anti-Klaus." Sure to ruin your holiday spirit, these grouchy little helpers will be glad to help you to an early grave.



Little is known about the witch who holds destiny in her...uh...blouse. The Haunted House empress will do everything in her power to make sure that you do not pass.



These are the psychotic caretakers in the chamber of horrors. Plucked from the most vile insane asylums throughout the decade, their urge to kill is fueled by self-torture, making them almost unstoppable.



Tokkentakker's sidekick, and your host throughout CarnEvil, Don't fret, Umlaut is harmless; that is, until you discover Tokkentakker's lab!



A product of Tokkentakker's genetic sense of humor, Nik-Nak combines the speed and agility of a monkey with the incredible proportional strength of a giant spider. Annoying and not housebroken, Nik-Nak is one wild eight-legged freak of nature!



Nothing comes between the good doctor and evil...including someone such as yourself. Watching from his evil underground laboratory, it will take more than quick wits and accuracy to defeat him.

CarnEvil

SECRETS AND GOODIAGO

Secret Code!

At the stage-select screen, choose the Haunted House stage, then pump the shotgun five times before the stage starts. This trick puts the Haunted House stage into "Party Hat Mode;" you'll see that the zombies and other characters will have crazy hats and even afros on their heads!

Game Tips

- If you're being attacked by more than one enemy at once, always concentrate on shooting the enemy that's dosest to you. In most cases, the other enemies will hang around in a kind of holding pattern, so you should focus on the most immediate threat in order to get through the stage faster.
- You can slow down boss characters by shooting at body parts that have not already been damaged. If you can see evidence that the boss has already been damaged in a certain area, leave that section alone and try to target a different body part or vulnerable area.
- The best way to maximize your score is to maintain a high accuracy rating.
- The levels can be played in no particular order. This will not affect any gameplay tactics or sequences that are listed in this strategy.
- Four shots kill ANY non-boss, no matter if you shoot them in the head or not.
- You don't have to cock the gun in order to reload; you can also point the gun outside of the screen and pull the trigger as in most other gun games. To maintain your aim, hold the index finger of your non-shooting hand right next to the gun barrel; when you need to reload, cover the barrel with that finger and pull the trigger; the game will think you're shooting off-screen and your ammo will be refilled.



Stage Tip:

Evil Marie is the most difficult boss in the game, so we suggest that you choose this level first to get it out of the way. Two mini-bosses are placed at various intervals and a shotgun power-up and increased ammunition clip are lurking about as well.



You get your first taste of zombie heaven in the outskirts of the house of horrors, Practice your aim on these few zombies lurking about before the real action begins!

As soon as you are about to enter the Haunted House. a life bar powerup is located in a coffin near the entrance.



Stage Tip:

A shotgun power up is in the room after you fight Hambone in the hall closet. Shoot it quickly before the screen passes.

less: Hambone

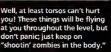
When Hambone is attacking you in the hallway, shoot his gun. This will keep him from shooting you. You will hear a ricochet sound indicating that he is vulnerable, so you can finish him off from there.







A shotgun power-up can be found in the room after you fight Hambone in the hall closet. Shoot it quickly before the screen passes.







CarnEvil



There's nothing like zombie chefs! Be careful not to shoot Betty, who is being eaten nearby.



Hambone (The Revenge)

Shoot Hambone's mask off and you will be able to cause



strategy

cade





The living room contains many delicacies that zombies love. You know, humans, blood...the good stuff! Zombies come out in droves at first; after a while, a hesitant group of Gools will appear. Use precision shots at their torsos to take them out easily.







Lucky you! An Increase Clip power-up and a Life power-up are here for the taking near the chairs!



Make your way up the stairs for more zombie action! Hopefully you were fortunate enough to stay alive long enough to keep the Increase Clip power-up; you're gonna need it!



You'll have to be fast to get through this hallway without being touched by one of the zombie arms. Shoot quickly and accurately.





Boss: Evil Marie

When Evil Marie is floating above you in the sky and throwing axes at you, shoot directly at her chest to fin ish her off quickly. Marie is notori-ously quick; therefore, missing a few shots will destroy the few chances you have to finish her off.







Stage Tip:
When the elves appear on the screen, you can "juggle' the food or presents that they throw at you by shooting these objects repeatedly; this is a good way to rack up extra points.

RICKETY TOWN



The minute you walk into Rickety Town, Tinsel is there to greet you with a plethora of friends! Shoot him quickly to move on to the roller coaster.

You'll be treated to a song, attacked by killer bugs and get a view of Paul Bunyon; right when you land, you'll be ambushed by Tinsel again! The screen moves rapidly while you are on the roller coaster, so keep a watchful eye for enemies that appear on screen.











Mr. Smiley looks harmless, but in reality he is very agile and eager to knock you upside the head. Keep your eye on him and reload quickly! Carnie, the baby mutant dinosaur, is lurking



about as well. Don't forget to pick up the Increase Clip power-up next to the Mr. Smiley sign and the life power-up located near a Dino Egg.





These girls get pretty feisty. Get one of them by hitting the bullseye into the acid, then concentrate on shooting them before they start throwing rolling pins at you.









Your roller coaster ride is much shorter this time; only one greedy Tinsel elf is in your way

Stage Tip:

When you get an acid power-up, use it sparingly—it only takes one

shot of acid to destroy an enemy, so you can make this power-up last a long time if you stay alive.

Stage Tip:

There are several power-ups along the way in the remainder of this stage; shoot them for erxtra points.

Krampus

Shoot out Krampus's legs and he will be unable to skate. This is your chance to blast him while he tries to regain his composure. Shoot him in the face for high-damage hits!









Stage Tip:

When you encounter Flapjack, shoot out his lower head to make him collapse and gain a large amount of points!

Flapjack time! Remember to take advantage of shooting the life power-up located in the middle of the stage right at the beginning of the level to get an edge on the large number of enemies in the very beginning. The Machine Gun power-up is located beneath the tent. Upon entering, bugs will fly from the ceiling and the Machine Gun will be yours!







Nik-Nak the Monkey is here to wreak havoc! Shoot him down and grab the second life power-up in the level as well.





Eyeclops

This two-headed lazy-eyed psycho is here to beat you down with his sword! Simply shoot him quickly in his eyes and you can pass without a scratch.







Now that you have entered the castle, you can see just how sick and twisted everyone has become! A Shotgun power-up and a Machine Gun power-up are located within the level. Watch out for Betty. You may accidentally shoot her because she is hiding directly behind the door of a coffin that you close.





CarnEvil

Junior Deaddy

Like all arcade machines, CarnEvil has an operator adjustments menu (accessible only by unlocking the machine and activating a switch inside) that allows arcade owners to change the game's parameters. The boss of the Freak Show stage is a giant baby named Junior. Because his appearance is somewhat controversial, Midway added a spe-



cial option to change the boss into a giant teddy bear named Deaddy. (Some players feel that Deaddy is actually more frightening than Junior!) Whichever boss is enabled in your local arcade, shoot at his head when he appears from behind the pillar of blocks and continue shooting him as he runs around the playpen. Watch for the vomit that comes out of Deaddy's mouth and shoot at him continuously regardless.





Umlaut

Now it's time to fight the host of CarnEvil. You will need to shoot Umlaut rapidly in the eye, or he will continuously bite at you before you have a chance to even reload.



st Tokkentakker

True to his name, you'll need plenty of tokens to defeat this guy. Depending on the amount of life bar Tokkentakker has remaining, he will warp to various parts of the ship you are fighting on, letting his skeletons take over for him. Snatch the life power-up that is hidden behind one of the windows of the ship and keep shooting at Tokkentakker's face. Shoot at the skeletons if they attack you, but maintain a steady trigger if Tokkentakker becoming more animated and begins to throws objects at you.







After you finish the game, you draw your name in the high score gallery!









Stage Tip:

Kill the mimes! They're everywhere at the start of the final stage. Remember that it takes four shots to destroy them.

Be careful who you shoot, especially when opening the doorways. The innocent Betty is lurking almost everywhere in this level! A Machine Gun power-up is located between the mimes for extra firepower.





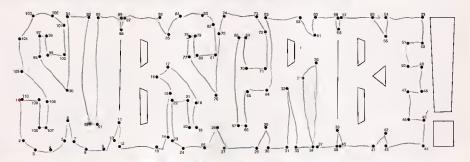
Time to be shot out of a cannon and fight more cronies from Tokkentakker's lair. The circus dog and midget will attack you without notice, so be prepared to handle them quickly. As soon as you are shot from the cannon, shoot the heart for a valuable life power-up that you will need desperately. Take out the clowns in the surgical room by shooting them in their stomachs.





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OFFER EXPIRES JULY 23, 1999		AX3900

One of Japan's hottest game shows has come to America in the form of the Irritating Stick! Known as Ira Ira Bou in Japan, this game strikes terror and fear into the hearts of millions overseas with its dramatic sequences and literally shocking gameplay! Your objective is simple: Maneuver the stick through the maze without touching the sides. You absolutely have to play touching the stoes. You absolutely have to play this game with a Dual Shock controller in order to feel the violent shaking that results when you screw up. Plus, it's extremely difficult to move through tight curves and narrow passageways without an analog control device. Irritating Stick is also compatible with the PlayStation

mouse, but the smoothest and tightest controls can be had with the Dual Shock controller.

Secret Code

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press Right on the D-pad four times. Highlight "Tournament" and press Right on the D-pad once. Highlight "Course Edit" and press Left on the Dpad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code!

MODES OF PLAY

AI COURSE

"Artificial Intelligence" levels 1 through 70 will be available here, depending on how far you have progressed in the other modes of the game. If you are unable to finish a course or if your performance is poor—the number of available Al levels will drop.

TV COURSE

These courses are exact duplicates of the real-life mazes from the Ira Ira Bou TV show in Japan. After you defeat the Challenge and Final degrees, the Revenge TV course degree will become available! A complete walkthrough of the Revenge course is listed below. Watch out for Mrs. Robot!

REVENGE COURSE STRATEGY

You will need to learn how to move around while adjusting your speed on the fly, it is very important to practice the other levels thoroughly before you attempt this one. Follow the steps closely to avoid making mistakes early.



Use Speed 4 to follow the machinery around and get to the pathway at the top,



The low route is easier, but the high route will earn you an extra life.



Watch the edges closely as you begin to make your way down the narrow path from left to right.







The winding curve after the moving platforms will drive you crazy if you are not careful. One false move and you will be sent back to your original checkpoint Adjust your speed to level 2 to follow your way through the annoying curves.



Like Jeopardy! or Wheel of Fortune, Irritating Stick was developed as the home version of a very popular Japanese TV game show called Ira Ira Bou. In the show, contestants stand on a stage and try to pass an electric rod through elaborate mazes-just like the ones you see in Irritating Stick-without touching the sides. If the rod touches the metal edge of the maze at any point, sparks fly and an explo-



Irritating Stick



Mrs. Robot is kind of tricky at first! Her right arm moves vertically at a rapid pace. Wait until it is completely up, then fly on by. Don't worry, you can't hit any of her body parts in the background.



Wait until Mrs. Robot's left hand shifts to her right, then swing by. Speed 4 is recommended for safe passage.



Stop in between Mrs. Robot's...er, "jugs" to study them, um, I mean their pattern carefully. Take them on one at a time.



Wait in the middle of Mrs. Robot's eyebrows for them to be straight, then use Speed 4 to move along safely. Remember to decrease your speed back to 2 or 3 to be safe; you don't want to have to sweat through Mrs. Robot again!





The first mechanism you will need to pass through requires a clock-wise rotation; the second has a counter-clockwise movement. Speed 3 is your best best. Anything more will cause you to hit the edges and start from scra



It's better to just hide here than to be arrogant and barrel through the rotating mechanism. Prepare yourself by shifting to Speed 5 while waiting for just the right opportunity.



No pausing here! Maximize your speed and blast through to the other safe position on the bottom right side.



Just head down this path and you'll be home free!

ARCADE COURSE

Three all-new challenging courses from the start: Elementary, Intermediate and Advanced. Beat these to unlock the Ultra course; it's one of the most difficult challenges in the game, which is why we've picked it apart to give you the following strategic advice:



The windmills are easy to avoid, Just watch them carefully, then make your move at Speed 4 or S in a horizontal path.



Moving up to the top of this path will help you avoid the horses that make their way around the carousel. Move at a steady pace and DO NOT try to find a safe spot near the bottom or you will be crushed!



it's nothing you can't andle. Move alding in a straight path once again.

The second

set is a bit faster, but



sive charge erupts from the end of the rod. Players are actually required to wear protective goggles to prevent eye damage from the blast!

To an American PlayStation owner, Irritating Stick may seem like one of the most unique and bizarre games ever released for any system. How-

ever, if you were familiar with Ira Ira Bou, you'd realize that the game is extremely faithful to the TV show. The lights you see in the background while playing the game are just like the bright lights on the stage of the TV studio where Ira Ira Bou is taped, and the maze lavouts-including the designs of

March 1999

Irritating Stick







Go into the coffee cup from Hell at Speed 4, then maintain your speed at 2, all the while waiting for the coffee cups to rotate dockwise until you get to a path at the bottom. Inch your speed up to 4, then go through the opening. The other cups are there to confuse you. Maneuver your way inside the rotating cup steadily and your patience will reward you.









8 F.E. 2105 1798

You have one chance to whiz by at Speed S, or the mistake will haunt you! Once an opening appears, close your eyes and go for it! It's too scary if you actually try to anticipate the movement, so just bust through!

No matter what you do, this maze will change somewhat every time you pass through it, just like the announcer says. So try not to screw up the first time!

Don't get overconfident at this spot. These narrow passages can be deceiving, so use extreme caution and go no faster than Speed 3.

What the heck? A runaway roller coaster and falling rocks? Stay below the sign, then begin to speed up to 4 or 5 to run away from the coaster as quickly as possible when the rock bounces away safely.









Remember, the shadows are there for a reason! This is your safe point. Follow this imaginary path at all times. Change to Speed 4 when turning corners and use Speed 5 the rest of the way down the path!

Three logs make their way from the top of the waterfall! Move carefully at Speed 5 and you should make it unscathed.

Stay right below this sign to wait for the boulder to bounce off the cliff, away from your stick.

The deer will jump off the edge of the cliff when the roller coaster is coming: This is your chance to switch back to Speed S on the way down the slope!



Take the top edge on the way down at Speed S; this will help you to avoid the roller coaster that's headed toward you at

an awkward angle.



Stay near the top of the screen to avoid the rising water, it will cause your stick to smarh into the top if you are not careful!



It's not over yet! Stay near the top of the maze; the erratic roller coaster will smash into you if you are not careful!





or additional laughs, pour Japanese comedians invited to participate

the robot "bosses"—are exact duplicates of the mazes on the TV show. And if you think the American announcer in Irritating Stick is obnoxious, you should hear the hyperactive host of Ira Ira Bou! In the grand tradition of wacky Japanese game shows, he delivers hysterically urgent commentary on each contestant's

progress, shouting things (in Japanese) like "He's in the danger zone!" and "For his kids, his wife, his mother!" at nearly every turn.

One more bit of trivia: In addition to the PlayStation game, there's also a version of *Ira Ira Bou* for the Nintendo 64. In fact, when the game was introduced



EDIT COURSE

You know I had to make up a mini-course of my own! It's not terribly complex. You can make the courses pretty long if you like, but here's an interesting one I came up with:



Moving down the slanted path at a lethargic speed.



If you choose this piece in your creative maze, make sure you go down the path in a straight line; the sharp slants will cause you

become nervous, especially when the announcer screams out loud one too many times!



Seems simple, but you will have to move around the circle twice to thoroughly complete this section.



The pipes are not as hard to avoid as them seem to be. Some go up and some go down...but each one has a safe spot to hide, above or below them.



though this looks frightening, you can sit here until it is saf to move on.



en legs, anyone? d 3 is perfect, and you on't have to think twice bout taking those curves!



Wow! This is' your reward for finishing any level in a speedy amount of time: a nifty pryv. Woo-hoo!

USE THE FORCE!



at Japan's Space World Expo, Nintendo's star game designer, the legendary Shigeru Miyamoto identified it as one of his favorite games at the show!



by Tyrone Rodrigaez tlus is back with Snowboard Kids 2! Graphically, there isn't much of a difference from the original game, but I'm not complaining; the art style, characters and music have a feel of their own. SBK2 is ten times more fun than its predecessor. This wasn't an easy task to accomplish, either. With new boards, riders and courses, this is defintely something you wanna pick up, particularly if you're a SnoBo (short for Snowboard Kids) fan. The next pages centralize some information which you'll

Meet the Characters



She's not as fast as Tommy, but she can keep up with him. Linda has better control. so she can use the Balance **Boards effec**tively.



Slash

Slash returns as the most balanced character in the game. If you're new to Snowboard Kids. you might want to use him first.



Nancy

Her unmatched cornering ability and hang time is a natural match with the Speed Boards in any race. If you want to concentrate more on tricks, pick Nancy.



Wendy

She's even hetter at stunts and tricks than Nancy. Unfortunately. she's pretty slow, even with a Speed Board.

Skill Games

Speed Cross

The two most important items on this course are the Rocket and Fans. Try to collect every one that you see. Beware: Scattered throughout the course are items that can hinder you!



Shoot Cross

This course will test your marksmanship by letting you deliver newspapers to everybody on the mountain. Just make sure you get to Damien's house through the shortcut, otherwise you won't pass the level.





Special Characters

Weapons



Coach

To access Coach, clear the Trick Game mode. The penguin suffers from hangtime overkill. He's the King of the Mountain when it comes to tricks; just don't expect to win many races with this character.



Slapstick

An improved version of the Slapstick from the first Snowboard Kids. If you get hit with

Freeze

this, it will cause you to lose some of your coins.



Parachute A favorite weapon

to use on unsuspecting snowboarders. The parachute lifts the

snowboarder high into the air and gently floats him or her back to the ground, causing the victim to lose precious time.



Bomb

A very powerful weapon that covers a wide area on impact. Just don't get caught up in

the blast area when using it! This is the only weapon that can be shot backwards. It is invaluable if you are trying to protect a slim lead. (To shoot backwards, press the Z button while holding Down on the control stick.)



Whirlwind

Like the Snowman. this weapon bounces off walls. If you are the unfortunate victim of

this weapon, it will cause you to drop any item or weapon that you may be carrying at the timewhich, of course, can be picked up by another player.



Super Ghost

This has the same effect as the Ghost, but it af-



Rocket

Get ready for some serious speed with this item. It's way faster than the rocket, but it does-





Pan The ultimate

weapon to use against unsuspecting snowboarders. Whoever isn't in-

visible when this weapon hits is going to be in a world of hurt because it'll smash 'em like a pancake.



Super Rat The super-duper improved version

of Rat Face. This will take the money from all of

the opposing players!

Damier

To access Damien,

somewhere be-

than Linda

Remember, the Special Characters are only

tween Slash and

Linda. He's got bet-

ter speed than Slash

and better handling

clear the Story mode.

The evil Damien falls

To access Mr. Dog, clear the Shoot Cross mode. Speed is the name of his game. Some say he's even faster than Tommy. but his handling is even worse. Just make sure you use him on courses that don't have a lot of turns and pits.



Snowman

This weapon turns the victim into a Snowman. It has the added effect of bounc

ing off walls if it doesn't hit its intended target. If you are hit with this weapon, wiggle the control stick and press the A button to get out of it.



Ghost

The ahost will slow down the player in first place. If the player in first place uses the ghost, it

will affect the player in second place.



Speed Fan

The lucky recipient of the Speed Fan will get a boost in speed

for a limited amount of time. It's slower than the Rocket, but it lasts a bit longer.



Invisible Just as the name

describes it. This item will make your character invulnerable to all

attacks except for rocks and walls. Note that ghosts still have an effect on your player while invisible.



This item aives the player in-

creased hangtime when jumping for a limited amount of

time. It's good for avoiding

available in Battle Mode.



Rock Put this ob-

stade down on areas of the course where you

expect your opponents to go, like narrow passages, in front of the lift entrance and exit or behind shops.



Rat Face

With this item. the player can steal all the money from

one of the other characters: usually from the person who has the most money.



Trick Game

shots and doing better

tricks.

The object here is to score at least 300 points in tricks in the given time limit. If you don't make it to the finish line in time, you won't get any of the points that you earned.





How to Get the Special Boards

First, you need to dear the Story Mode to access the Expert Mode. Only then can you access the Special Boards by clearing different stages in Expert Mode.



Poverty Board

Clear the
Sunny Mountain stage to
get the Poverty
Board. You will
lose money
while using
this board.



Feather Board

Clear the Turtle Island stage to get the Feather Board. It allows you to jump higher and longer.



ice Board

Defeat the Jingle Town Boss to earn the Ice Board, It's a slippery board that's hard to control.



Star Board

Clear the Wendy's House stage to earn the Star Board, a great overall board.



Rich Board

Clear the Linda Castle stage to get the Rich Board. Coins will be attracted to your snowboarder when you use it.



Dragon Board

Defeat the Crazy Jungle Boss to earn the Dragon Board. It comes permanently equipped with the Wings and Rocket power-



Ninja Board

Starlight Highway stage to access the Ninja Board. This board keeps you invisible at all times.



Charm Board

Clear the Haunted House stage and you'll get the Charm Board.ñ You can't be ghosted while using this board.



High-Tech Board

If you beat the Iceland Boss, you'll get the High-Tech Board, which comes equipped with the fan.



Deflection

The best and most difficult technique to master is the De-

flection. When an opponent shoots a weapon at you, you can reflect the weapon right back at them. This is accomplished by

Performing a Board Grab at the precise moment of impact.

Basically, you have to time your jump and perform a Board

Grab right when a weapon is just about to nail you; this

will reflect the weapon back at the player who shot it.



Acceleration

When you are at a dead stop, you can reach your top speed faster by pushing forward (Up) on the control stick while pressing the Jump button. This technique will help you to keep up when you fall down.



Back Shot

If you have a bomb, you can shoot it backwards by holding the Joystick in the Down position while firing it. You can also look backwards by pressing the R button; this will help you to aim your shot.



Unfortunately, there are no hidden special tricks in Snow-board Kids 2. However, you do have the new Multiple Rotation System to contend with. It sounds pretty complicated, but it's more intuitive than the hidden tricks in the original Snowboard Kids. After releasing the A button to jump, if you press the A button repeatedly, you can rotate

as many times 2s you press the jump button. You can change the direction of your spins by pushing the control stick in the appropriate direction. Remember, the more spins you do in different directions, the more points you can earn. You can also add board grabs in the middle of your spins to gain even more points.



Coarse Tips

Sunny Mountain

This is a training course with gentle curves and easy jumps. Use Sunny Mountain to practice your techniques and stunts without having to worry about the other racers.





Turtle Island

Halfway through this course you'll find a shortcut to the left. This way is faster, but it's very narrow. Be careful to avoid the walls on the way down, otherwise you'll lose speed.





Jingle Town

Just past the halfway mark on this course there's going to be a fork in the road. If you take the right fork you will find a blue shop. On the left you'll find a red one. Choose which one you need and go for it!





Jingle Town Boss

Keep shooting bombs at the gigantic Snowman to take him down. If he reaches the bottom of the mountain, you lose. Once you get in front of him, shoot bombs behind you to get him. Watch out for the Snowmen he shoots out!









Wendy's House

Right after the faucet there will be several forks in the road. Here are the shops you can get if you take the routes listed: If you take a left at the first fork. you will come to a shop with two red items. If you take a right at the first fork, then another right at the second, you'll come to a shop with two blue items. If you take a left on the second fork you'll run into a shop with one blue and one red item.





Watch out for several jumps at the beginning and end of the courses; if you don't clear them, you'll fall into a pit and lose valuable time. Also, look out for the swinging pendulum because it can clock you! (No pun intended.)

Linda's Castle

At the start of the race there will be a shortcut to the right. If you manage to get to it, you can avoid going through two sharp turns that can slow you down. When you come to the fork where the statue is located, go to the right and you can get a blue item. If you go left you'll get nothing.





Crazy Jungle

When you get to the waterfall, be sure to pull off some insane trick combinations. If you do it right, you'll can pull in as much as \$1,500 in coins. After the waterfall, try to take the path to the right. If you manage to land both rail slides, it can shave precious seconds off of your time and put you in first place. However, it takes practice, so don't give up if you don't get it on

the first try.









While the operation of Reinhardt's whip is

straightforward, Carrie's fireballs are more

sophisticated. Her attack range is consider-

ably greater than Reinhardt's; however,

go over camera views later.) If you don't

care about this, then it's not a problem,

since either character's attacks will home

in on your enemies independently of

where the camera is. However, if you're like me and you like to actually see what you're doing, you'll have to make use of the lock-on button (R) Although you will have to stand still in order to use it, the lock-on button does one of two things: If there are no nearby enemies, it will snap the camera's location to right behind you. If there are enemies around, it will rotate your character to face the nearest enemy and snap the camera's location behind you.

In keeping with Castlevania tradition, the Cross seems to be the most useful of all the special weapons, since it has the potential to hit enemies more than once (and it usually does). You should reserve most of your special weapon use for bosses, for two reasons. First, your other weapons are usually sufficient for taking out smaller enemies.
Second, special weapons inflict considerably more damage than your normal weapon, especially when it isn't powered up.

THE CAMERA

The camera in this game seems to have a life of its own. You'll find the camera is fond of pointing itself in the least helpful places, especially in small rooms. It also likes to rapidly switch its orientation by itself at cru-cial moments, like when you're trying to jumps across a chasm. However, if you're patient, it is possible to control the camera and keep it well behaved...most of the time. First and foremost, you should always keep the camera on the "Normal View" setting. The Battle and Action views cause the camera to drift around in all kinds of unpredictable directions and are more likely to screw you up, in "Normal View," the camera will tend to point in the same direction

you do ... most of the time, It's important to use the lock-on button often to force the camera to point in the direction you're facing. This is crucial just before jumps. Sometimes, when the camera feels particularly tem-peramental, it will simply refuse to point in the correct orientation when the lock-on button is used. When this happens, you can try to hold down the view change button for a moment. This moves the camera into your character's head (you can look around also). When you release the button, the camera moves back out again, usually into a more reasonable position.

THE BIG MONEY

Starting in Stage 3, you'll find Contracts lying around in a number of places. Picking them up will allow you to buy items from the demon Renon. There are enough hidden items lying around every stage that a patient player can make it through the game without ever buying anything. Sun Cards and Moon cards are cheap, but they are useful

only as a matter of convenience. There is no point in the game where you will have to have either card in order to advance. Roast Beef is more economical to buy than Roast Chicken. Healing Kits are only marginally more economical than buying all of the items which its effects provide separately. Remember, you can't carry more than 10 of each Item. Here is a quick list:

Item	Price	Effect
Roast Chicken	1,500	+50% HP
Roast Beef	2,000	+80% HP
Healing Kit	3,000	+100% HP & cure all conditions
Purifying	500	Cure VAMP condition
Cure Ampoule	200	Cure POISON condition
Sun Card	500	Changes time of day to 6:00 AM
Moon Card	500	Changes time to day to 6:00 PM

something for nothing

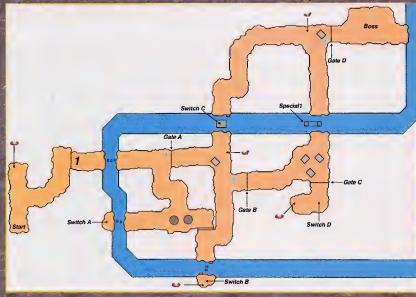
There are a ton of items hidden in different objects in each stage. While I've marked the locations of major items on the maps, there are items hidden inside a number of objects that don't appear as though they can be searched or destroyed. I'll point them out specifically later. The remainder of this month's strategy guide will

focus on the first five stages of the game. All maps

give a top-view representation of the game, with lighter colored areas representing higher elevations than darker ones. All watery areas are colored blue I have marked certain points on the map with numbers, which I will refer to specifically in each stage's accompanying text. Next month I'll cover stages six through ten!

Stage 1: FOREST OF SILENCE

In the first stage, there are four switches and four gates. Each switch will open the gate with its corresponding letter, as illustrated on the map.



Areas of Interest



POINT "I"

Just before this point you can open the gate by repeatedly striking the emblem in the center. Once opened, you'll see the first stage boss come out. Keep your distance if you can, as he doesn't have any long range attack and won't come at you aggressively. If you do need to move in to strike, don't stay close to him for too long. After sufficient hi s, you'll chase him closer to the edge of the cliff over the river and he'll fall in.

SWITCH B

At this switch, you'll have to fight a mini boss. There isn't too much space to move here, and skeletons will still be coming at you. Make sure to keep him in your sights as you battle. The basic "stick and move" technique will be useful against most of the enemies you'll encounter.

SWITCH C

You'll have to approach this one from the far side of the cliff and climb down.





HIDDEN ROAST CHICKENS

There are two places where a toust chicken is hidden in a pedestal.



SPECIAL I

Special Item 1 is located here. There's an invisible platform filling in the gap hetween the two visible ones, so you can easily reach it.



BOSS

This guy will attack you in the same way as he did in the first part of this stage. However, there will be two crazy skeletons on motorcycles coming at you as well. Deal with the not reycles first and one what will be soon will disappear and his upper body will continue to attack. Try not

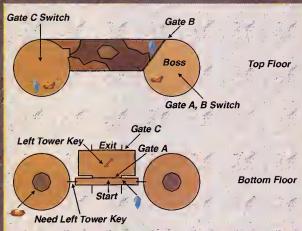




to use a healing item during this battle since your health will be restored at the end of the stage.

Stage 2: CASTLE WALL

This stage is made up of an upper floor and a lower one. The right and left towers connect them, and the lower level can also be reached from the upper one by dropping down through a number of intermediate levels from the central part of the upper evel. You'll first have to climb up the right tower and drop down from the middle, then you'll have to climb up the left tower and descend from the middle again in order to exit the stage



Areas of Interest ...

BOSS

You'll encounter this pair of hydra atop the right tower. Each head takes damage independently of the other. What's more, after each head takes a certain amount of damage, it will start to breathe a different type of fire at you which is considerably more diffi-





cult to dodge than the fireballs it shoots out at the beginning. You will inevitably end up taking some amount of damage here, so be aggressive and attack both heads as rapidly as possible.

After you beat the boss, you can activate the switch atop the right tower, which will open up Gates A and B.

MIDDLE AREA

There are a number of holes in the floor which you must drop down. You'll end up next to the save point on the bottom floor.



SECRET ROAST BEEF

About halfway up the left tower, you'll reach a poin where there is a set of four rotating green bricks with spikes on one side. You won't be able to see it normally, but there's a roast beef on a ledge attached to the inner wall of the tower that you can reach from this point.



GATE C SWITCH

When you reach the top of the left tower, you'll have a friendly conversation with Dracula and you'll be able to open Gate C which is blocking the stage's exit.

Stage 3: VILLA

This stage is made up of two main areas: a house and a garden maze behind it. On the map, the brown colored areas denote rooms inside the house, and the green colored areas denote the garden area outside. Arrows connecting sections of the map indicate that you'll have to enter the door in the direction of the arrow first before being able to enter it from the opposite side.

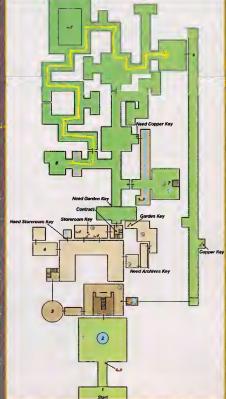
Areas of Interest POINT "I"

As soon as you begin the stage, some volves will come out and attack you. Use the Cross (or other special weapon) to take them out quickly. But don't move after beating them. Just when you think there are no more enemies, a couple more wolves will come out. The sky will turn black briefly just before the last wolf comes out. Afterward, you'll be free to explore the vicinity without threat. Immediately to your right, you'll see a ledge attached to the Castle Wall that

seems too high to reach. There's actually an invisible platform beside it that will allow you to climb

up.







POINT "2"

There's a fountain here with a bunch of items on top. They seem inaccessible, but if you look carefully there is a hexagonal platform in the water on the floor of the fountain. At midnight, this platform will rise from the floor up to the top.



HOUSE ENTRANCE

When you first enter the house, you'll lave to fight a very weak vampire (use you'r special weapon). If you look carefully, you'll see a large chandelier hanging from the center of the room If you go up the stairs partway and face it, you'll be able to attack and destroy it for a whole bunch of items.



POINT 43"

This is the rose garden, After talking to Vincent (see Point '4"), return here at 3:00 AM and you'll meet Rosa.

Point "4"

This is Vincent's room. You will encounter him if you try to enter the small room beyond this one. He paces back and forth here during the day and he sleeps in the bed at night. If you return to him after speaking to Rosa, he will give you the Archives Key.

CONTRACT

This is the first point in the game where you can buy items

POINT "5"

Here, you will meet Malus. As soon as the conversation ends, you will see two dogs come out and chase you. Malus will run away. Follow the yellow line in order catch him at the end of the maze (Poi it "6"). While you run, a crazy Frankenstein with a chainsaw will join the chase too. The dogs are not very dangerous, but they tend to stop you from moving. Use your short range attack to quickly knock them down without having to stop moving Franke stein is the real threat as he can knock

about a third of your life off in one hit. Of course, you won't be able to kill any of them, they'll just keep coming back for more. Don't waste your time trying to beat them, just run! These three enemies will be chasing after you in all parts of the garden except the fenced-off area in the upper left corner the long corridor on the right side and the area beyond the locked copper door. I recommend spending as little time in the garden as possible to reduce your chances of needlessly losing health

POINT "6"

Once you reach here, Malus will disappear beyond a gate and you won't be able to follow him.

POINT "7"

After obtaining the Copper Key, you'll have to go back through the garden maze to reach this point. Use the save point here; beyond the door is an underground soom (not marked on the map) where you'll have to face this stage's boss.

BO\$\$

Here you will have to fight both a male and a female vampire. Don't let them get close to you or they will suck your blood. The male vampire is more difficult to beat with Carrie because he moves faster than the speed of her fireballs. The torches lining the walls in this room, despite being a little high up, can be





TIPS & TRICKS

destroyed for items. As before, use your special weapons (preferably the cross) and keep your distance. The female vampire will transform into mist in order to try to confuse you. Use the lock on button to face the right direction if you can't see her



Stage 4A: TUNNEL

Reinhardt Only

This stage consists of a network of tunnels connected by elevators (red boxes on the map) There is also a gondola system in the cavern, with a Red station (the red "I" on the map) and a Blue station (the blue "8" on the map) you'll have to use in order to get out. Many of the rooms here will have Sun and Moon Doors. For each type of door, it will have to be the corresponding time of day in order for you to be able to open them. You'll encounter lots of spiderlike creatures here. They will continuously come at you (except for a couple of them in your first encounter), so it's a better idea to run from them instead of killing them. There's no boss here either, so all you'll have to deal with is a few tricky jumps.

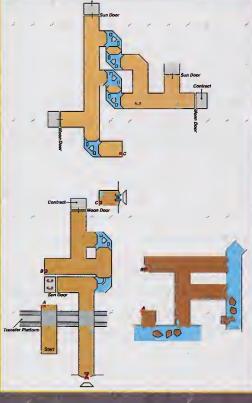
Areas of Interest

GONDOLA SYSTEM

You'll have to ride the Red Gondola from the Red station to the Blue station in order to progress to the second part of the stage. However, if you do not get off at the Transfer Platform and wait for the Blue Gondola, you'll just end up back at the Red station. While you wait, watch out of the yellow beams, attached to the opposite side of the tracks. They will push you off the Transfer Platform and into the spikes below if you don't jump over them.







SECRET ROAST BEEF

Near the save point on the top floor, the Roast Beef marked on the map is hidden in a shovel stuck in the ground.



STAGE EXIT

In the last room before the exit, Reinhardt will have a conversation with Rosa.



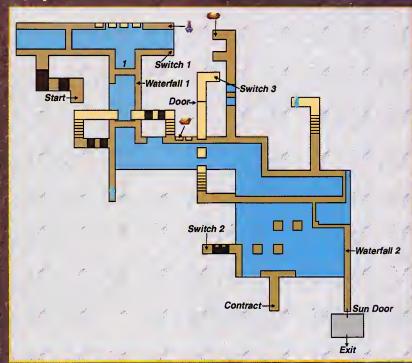


Stage 4B:

UNDERGROUND WATERWAY

Carrie Only

On this stage's map, the dark colored areas represent both pre-existing holes in the ground, as well as parts of the ground that will collapse if you step on them. Like Stage 4a, it's fairly short and there's no boss to fight.



Areas of Interest ...

STARTING POINT

Immediately after you begin, you'll come upon a hole in the ground that seems impossible to cross. There is a tiny ledge on the opposite wall that you can grab but not climb on top of. You'll have to

make your way across to the other side while hanging.



POINT "I"

Once you reach this point, lizard men will emerge from the water and surround you. Retreat immediately so you're not threatened from all sides, then take them on one by one. After this point, lizard men will be continuously coming out of the water. As before, don't bother fighting them if you can help it. It's a little tricky in this area since there isn't much space to stand on.





WATERFALLS

There are two waterfalls here. Don't even try walking close to them, because if you so much a touch one you'll be immediately sucked into the current.



SWITCH I

Stepping on this switch shuts off Waterfall 1.

SWITCH 2

Stepping on this switch opens the door. The path you'll have to take to reach here is tricky. While you jump from the platforms in the large room, watch out for lizard men; they like to appear and push you off as soon as you land. Take it slow and you'll do fine.

SWITCH 3

Stepping on this switch shuts off Waterfall 2

STAGE EXIT

Before you leave this stage there'll be a brief event with an evil character, Actrise.



Stage 5: CASTLE CENTE

This stage involves more walking around and backtracking than any other in the game. It's also considerably more difficult than the previous stages. On the map, I've colored each floor differently.

Areas of Interest

STARTING POINT

The torches lining the walls of the first corridor can be destroyed for items.

POINT "I"

There's a cracked wall with a seal on it here: To remove the seal, you'll have to go to the top floor first. To the far right of this point, you'll find a box in the corner that can be destroyed for a bunch of 500 Gold bags. The torches on the walls in this room can be destroyed as well.





POINT "2"

Here, a blobby enemy will appear from the ground. Attack it quickly to destroy it easily. The stage's exit is also in this room, but you won't be able to access it vet.

POINT "3"

This is a strange looking room with gears on the floor and odd shaped platforms. It may be trivial to traverse now...

POINT "4" AND "5"

This is the first cracked wall that you can destroy. To do it, you'll have to get the Torture Chamber Key by talking to the lizard man at Point "5". With it, you can obtain the Mandragora from 1F. To save yourself some needless walking, after you get the Mandragora, drop it at Point "1" (which you will need to do eventually anyway), then go back and get another Mandragora to place at Point "4." You can then pick up some



Magical Nitro (be sure to save beforehand) from the room beyond Point "5" and place it next to the Mandragora at Point "4." This action will destroy the wall and you'll be able to pass through, Beyond this point, you can reach the highest point in the stage where you'll be able to remove the seal from the cracked wall at Point "1."

HEALING KIT

There is a rare Healing Kit hidden in one of the boxes in the same room where you can pick up Magical Nitro.





POINT "6"

This is the Library. If you climb up on the book case you'll see there is a second floor you can reach. What's more, if you step on the mysterious-looking ox on the second floor, an opening in the ceiling will appear that you can least through.

POINT "7"

Here, you'll have to arrange three statues in the center of the room in order to remove the seal at Point "1" The arrangement is as follows:

Statue Color Position

Gold 2 Red 4

Once you've accomplished this, you'll have to go back down to 3F, then up to 4F via the stairway near Point "3" in order to get to the opposite side of the Magical Nitro room. Now, you will have to carry the Magical Nitro all the way down to Point "1." Initially it will seem impossible, since you will die instantly if you jump or get hit while carrying the Nitro. If you're hav-



ing a great deal of trouble, it might be useful to try practicing going through certain parts of the stage on the way downstairs without actually taking the Nitro with you.

Once you've carried the nitro down and destroyed the wall, save your game first, then activate the big crystal in the same room. Immediately after you do this, you'll have to

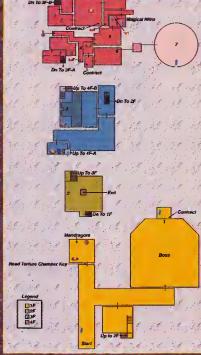
fight the first boss. This guy is much more challenging to beat with Carrie because he runs much faster than her fireballs. Basically, with Carrie you will only be able to successfully attack with fireballs when he's standing still. Either way, your special weapons will be useful here since the boss' defenses are so strong. The boss has only three attacks, but all of them are devastating: He's got two different kinds of lasers that spew out of his mouth; both can be dodged by jumping. To dodge the yellow laser, you'll have to jump just before he emits it, to dodge the blue

one, you'll have to wait until it gets close to you to jump. Note that if you are near the rear of the boss the lasers cannot reach you. His third attack is a headbutt that will send you flying across the room. To avoid it, you'll have to slide away just as he initiates the headbutt. As he circles around the room, watch where you and he are running. Always try to circle around him to take his back side. If you don't, you'll be so close that it will be impossible to dodge the headbutt.

will be impossible to dodge the headbutt. BOSS NUMBER TWO

stairs, the second boss will appear if you're playing. Carrie, you'll have to fight another member of your family who has been turned into a vampire. The key to defeating Carrie's boss is to keep circling her and fire fireballs at the same time.

Rosa is slightly tougher, but both are a piece of cake compared to the last boss. After beating them, you'll be able to take the elevator to Stage 6







After beating the first boss, save the game right away because you'll have to fight another! In the room at F1 just before the stairs, the second boss will appear if you're playing as Reinhardt, you'll have to fight Rosa. If you're playing as







BY CHRIS BIENIEK

Designed by Soviet mathematician Alexey Pajitnov in 1985, Tetris is arguably the greatest computer or video game ever developed. Several "new" versions of this timeless classic have been released in the past few months, so we figured that this would be a good time to analyze some of Tetris' gameplay concepts and offer some advice on how to improve players' scores. However, since everybody knows how to play the game, we thought it would be interesting to take a closer look at specific in-game situations and find out how different players approach the endless challenge of Tetris. But first, let's take a look at the latest crop of Tetris games for various game systems. Remember, all of these titles attempt to build upon the foundation of the original game by adding different game modes and options, but each one also allows you to play the classic if-it-ain't-broke-don't-fix-it version as Pajitnov originally intended.

Magical Tetris Challenge

Capcom's first Nintendo 64 cartridge uses popular Disney characters and snappy music to make the Tetris experience even MORE engaging. Gameplay variations include the option of using far more complex, oversized Tetris pieces, but these are essentially a gimmick; the reasons why Pajitnov created a set of just seven shapes are rooted in game design concepts as well as psychological theory.





Tetris DX

Just as Tetris helped to launch the original Game Boy, Tetris DX arrived with the new Game Boy Color to hypnotize a whole new generation of portable game players. The coolest feature of this cartridge is its extensive battery-backed memory; the game keeps running stats for up to three players and retains the top three high scores in each of ten difficulty levels for three different game modes!





Tetris Plus

Before Mickey Mouse got involved, Tetris Plus had the most "personality" of any Tetris variant. The Puzzle mode's Mario-like professor is an endearing character; you gotta love the way he vells. "Ooch!" when he tumbles to the bottom of the screen. A real gem for Saturn and Game Boy fans, Tetris Plus is also an affordable PlayStation find, having been reissued as one of Sony's low-priced "Greatest Hits" titles.



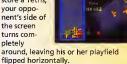




Extra: New Tetris games available in Japan only! The Next Tetris **Tetris 64**

New for the PlayStation in Japan, The Next Tetris has a wild two-player com-

petitive mode: when you score a Tetris. vour oppothe screen turns completely



tendo 64 includes a biofeedback option: a special sensor clips to vour earlobe

and the game's difficulty level is adjusted by monitoring port. Crazy!



your pulse rate through the controller

This new version of Tetris for the Nin-

Tetris 4D

Every system has to have a version of Tetris for the sake of familiarity, and

Sega's new Dreamcast is no exception. Released in Japan last December, Tetris 4D allows up to four play-



ers to participate simultaneously in classic Tetris action.

HOW THE EXPERTS PLAY TETRIS

Tetris has a unique grip on the mind of a video game player. Its addictive qualities have caused unusual reactions that are eerily common to players of all ages and experience levels. Do you remember the first time you played Tetris? Most first-time players experience a strange phenomenon on that first day; specifically, you probably went to sleep that night and saw imaginary Tetris pieces falling through space when you closed your eyes.

Another common tale: You're watching someone else play *Tetris*, and as they drop the pieces into place, you're sitting there thinking to yourself, "No, don't

put it THERE! Put it over THERE, dummy!" Some experts have theorized that the way a person plays Tetris may provide some kind of insight into his or her psychological make-up, much in the same way as psychologists use word association and inkblot tests to find out more about their subjects.

This is the foundation of the "strategy" information on the following pages. There really is no right or wrong way to play Tetris; however, we decided that it would be fun to come up with some typical Tetris scenarios and find out how different players would react to those specific situations...and compare the re-

sults. We created a set of photosscreen shots of Tetris games in progress-and asked our panel of experts what they would do if they were playing the game in each photo. In other words: Here's the playfield, here's the piece that's falling, where would YOU put this piece? It's not easy to change the way you play Tetris-especially if you've been playing for yearsbut if you compare your own gameplay decisions to the responses our panelists have given, you'll get some real insight into the mind of a fellow Tetris player...and hopefully pick up a few pointers that will improve your game.

Tetris

THE TIPSQUILLES TETRIS PANEI



Thor AACKERLUND

Tetris master Thor Aackerlund was crowned the winner of the 11-to-17 age bracket in the Nintendo World Championships back in 1990; old-

school NES fans will recall that Tetris was one of the three games featured in that nationwide tournament. His supremacy as a video game player was further proven when he defeated the winners of the NWC's under-11 and over-17 champions in an informal match just after they earned their respective titles. Tetris is Thor's forte; put simply, he's the best Tetris player we've ever seen.

Thor's Tips: "Avoid getting more than one 'pit' developed, as it makes managing the stack guite a bit more difficult.

"Often, you can drop a piece sideways over the top of

your main drop zone, and as long as you line it up correctly, you will clear a line and end up with a flatter stack. Also, this may help you burn a piece that otherwise would create a hole or an unwieldly tower.

"Generally, the flatter your stack, the better,

"Until the speed accelerates to the point where it becomes nearly uncontrollable, the best place for the drop pit is on one of the far edges.

"Get used to the 'next piece' preview, and always factor it in to your placement decisions; it provides vital information to logical play.

"If you start having Tetris nightmares, reduce playing time by a large percentage!

"In the Game Boy and NES versions, you can achieve greater speed in moving the pieces from side to side by tapping the D-pad very rapidly. This allows you to maintain control of placement in situations where simply holding the D-pad to one side does not shift the piece quickly enough."



Jason WILSON

Tips & Tricks Associate Editor Jason Wilson was a semifinalist in the Nintendo World Championships back in March of 1990. While participating in

the NWC, Jason met and picked up some playing tips from Thor Aackerlund—which was the Tetris equivalent of getting some batting tips from Mark McGwire. He may be known to our readers for his fighting-game expertise, but Jason's passion for Tetris has been burning for a decade. His initials still stand at the top of the high score table of the Tetris arcade machine in the Fun-o-Rama arcade in Miamimore than seven years after he made his mark.

Jason's Tips: "Don't just build all the tetrads up in hopes of getting a long line. Build them up to a safe point—eight to 10 levels of blocks—then set up upcoming blocks by placing the outer edge of the tetrads over the right side of the mountain of blocks. This will directly prepare you for a Single or Double; when a long piece appears, you can build, then repeat this procedure. When you're building a structure with an open column on the side of the playfield, it's also very important to make sure that the column of blocks that's right next to the open space is not as tall as the remaining columns on the screen. If you set the screen up this way, you can shave off one or two lines from the top of the structure without blocking off the open space while you're waiting for that long piece to appear."



Alexey PAJITNOV

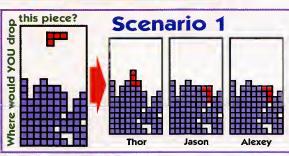
It is a great honor to have the creator of *Tetris*, Alexey Pajitnov, contributing to this feature. Pajitnov designed *Tetris* while working in the Computer

Center of at the Moscow Academy of Science. As an employee of the Soviet government, he was not allowed to benefit financially from his most popular creation, which

has sold millions of copies worldwide. However, he was able to pursue a career as a game designer by following the success of Tetris with titles like Welltris and Hatris, eventually relocating to the U.S. to found his own development company. He's currently designing puzzle games for Microsoft.

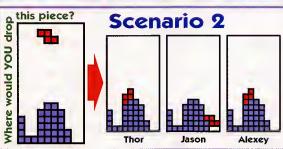
Alexey's Tips: Unfortunately, the creator of *Tetris* is far more interested in the design of his games than he is in actually playing them. "I'm not so hot at *Tetris,*" he explains. "I can't say I'm a bad player, and I can't say I'm a good player. I'm absolutely an average player."

Tetris



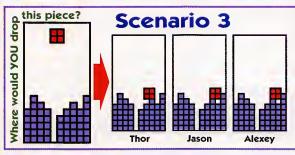
Half filled with blocks, a scenario like this one can be an unnerving to an amateur *Tetris* player.

Thor: "A simple one; just avoid gapping. It's only a '12 tower." Jason: "At this point, it's good to keep the lines down as far as possible. Putting the piece where I did will eliminate one row; no matter what the next piece is, it will have a decent spot available to it."



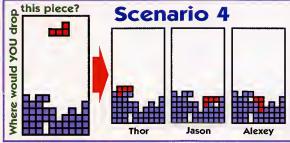
Thor: "This one feels bad, but it's somewhat better to create a mild tower in this case to avoid a gap. If the stack was much higher, a single gap might be a fair bet."

Jason: "You've gotta keep those towers down, especially if your playing style is not very fast. The single gap that I left open on the right side will lead to a Tetris within four or five moves."



Thor: "A common dilemma; the block with no home. With my placement, you have a fair chance of getting the 'T' shape to slide under it and erase the gap."

Jason: "Sometimes, the square piece can be the hardest to find a place for. You've got to play it safe in this situation. Make sure you always have a 'back-up' piece for every remaining gap."



Thor: "This looks like it could be another ugly situation, but it's not too severe. I recommend taking the lower lines out first to make more sense of the situation."

Jason: "Only one block ends up being covered on the right side, allowing you to exploit the safe point of keeping the column down; now every remaining possible tetrad can be placed in a perfect position."



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 450 Mhz MMX Pentium II, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Dreamcast!; Game Boy Pocket, and Nintendo 64! Get all four or trade the ones you don't want for CAŞH! Bonus options

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watr receiver w/ Oolby Digital Surround, 0VD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!! We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$200 each and one final tie-breaker at \$1.00 which will be sent to you by mail. You will have 4 weeks to solve each puzzle. We don't know how many will play but typically \$5% will have the high-est score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

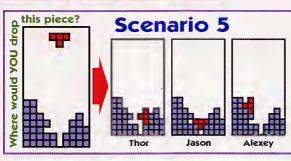
include: 33" monitor, \$1,000 in games <u>you choose</u> , cash, accessories and more!	they will split the value of the grand prize they are playing for.
Mystery Word Finch W Grid R W R W R	ENTER ME TODAY, MERE'S MY ENTRY FEE: (\$3.00) Video Game Contest (\$3.00) Media Rig Contest (\$3.00) Computer Contest (\$5.00) SPECIAL! Enter them all (SAVE \$4.00) Name Age
Ď	City State Zip
WORD LIST and LETTER CODE chart PINCHW PRESSK BLASTA WRECKD BREAKZ PUNCHS SPRAYC TURBOV STOMPT STANDR PRESSE DREAMO	SEND CHECK, MONEY ORDER TO PUZZLE ME, P.O. BOX 9315 PORTLAND, OR 97207-9315 VOIO WHERE PROHIBITED - EXITY ORDERING POSTMANCE BY APILL THIS, 1981 - EXITY FEE MUST BE MICLUM

SCORE H SLANTL CHASE P

MYSTERY WORD CLUE: WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

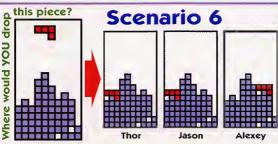
ARKEO BY APRIL 17th, 1998 • ENTRY FEE MUST BE INCLUDED Only one entry per person. You must be under 30 years old to win. Employees of Puzzle Me and its suppliers are ineligible. outiges decisions file that, you responsible for lost of deliged that, upon to residents or the cost and demaresidents of Minnesco. You can request Winners List and Official Rules by writing: Puzzle Me Rules, 1417 SW 10th Av 2014, Partiend, 016/2011. Metri-Indian names and models are trademarks of their respective companies who, along with this maga-tion, have no addition with this contest.

Tetris



Thor: "This is a risky move, but placing it here is a good way to learn how to learn to clear certain lines in order to achieve a more stable stack."

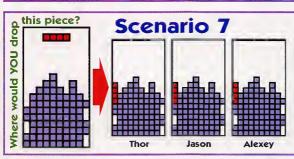
Jason: "By placing the 'T' at the bottom, I eliminate one line and there's only one block left for me to get rid of before I can begin to set up my next Tetris. Once again, every subsequent piece has a perfect fit available."



Jason and Thor agreed on the placement of the piece in this scenario as well as the resolution of Scenario 7.

Thor: "Looking at the general situation, placing this 'L' piece here on the left creates a way to level the stack with the help of an 'S' shape or two."

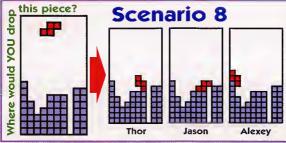
Jason: "It also keeps the column on the right side open, which is a good fundamental strategy."



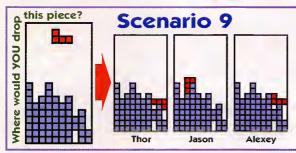
This is the only scenario in which all three players put the piece in the same location.

Thor: "This is bad...but there is no doubt that the #1 priority here is to get those gaps opened and filled, so away it goes to the deepest pit."

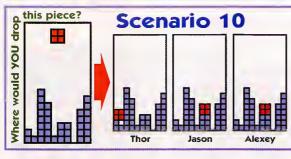
Jason: "Here you're gaining one line and setting up for a Tetris, which removes the left column and brings the stack lower with only a few moves."



Jason: "Most people would put this piece to the left side where it would not fit, leaving the column open for a Triple. I'd put it directly above the column; you have a much better chance of getting a piece that fits in the column to the left, setting you up for a future Tetris. This way you can build a standard column to the top and none of your tetrads will be out of place."



Thor: "Once again, you have to avoid creating an extra pit that is three or more spots deep, so the only way to make this go smooth is to line it flat and then wait for a "I," or the correct 'S' or 'L' to erase the new gap created by this 'temp' fix." Jason: "It looks like I'm taking a big risk, but most upcoming pieces can slide freely into the space on the right side, keeping the column open for a Tetris."



Thor: "Easy .. take the gap and avoid getting these horrid towers any worse than they already are."

Jason: "Dropping the block at this point leaves you in a position where six of the seven possible tetrads will be easily placed. Long lines are not a necessity yet, and you are still able to build the stack freely without worry."









touches like these are in evidence. Lookin' good! CORRECTION: Last issue, we incorrectly indicated that Ace Combat 3 was to be published by Sega. This was, of course, a slip-up, as Ace Combat is obviously a Namco franchise. Our appologies to Namco for the error.

Speed fanatics, like turn signals and hazard lights; lots of little



CHRAIN

• Possible 1999 • 1-2 Ployers

God bless the Ring...and Dream Factory, too. The team behind Tobal 2 has ported its 3-D arcade fighter to the PlayStation. In the transition, Dream Factory has added a load of extras and bonus characters. We're sure you remember the fighting paradigm of Ehrgeiz (if not, see our June '9B issue) so let's get down the the real goods. For starters, there are four mini-games you can play. These are Inifinty Battle, Battle Runner, Beach Battle and Battle Panel. When playing Infinity Battle mode, you choose your fighter like normal but you only fight one consecutive round per fighter. At the end of each round, you earn extra energy on your life gauge. Each time the meter becomes full, another heart appears. Your game ends when you run out of energy. Battle Runner is basically a race around a track. Same deal here; choose your character and go. You can beat your opponent silly, but you still have to complete the required laps. Beach Battle has three games in one: Battle Dash is a simple race against your opponent; Battle Flag is a short distance dive versus your opponent. Battle

Hurdle is another racing game, but now you must also hop over random logs on the beach. The last mini-game, Battle Panel, is the most addictive. If you've played Othello then you know how to play Battle Panel. The only difference is that there are no turns and you can bump your opponent before he reaches a panel he's likely to switch. The Quest Mode is much like it was in Tobal No. 1 but much more diverse. Choosing Kouji Masuda or Clair Andrews, you must conquer Godless the Dungeon. The game remains smooth 30 frames-per-second in high resolution-even in Quest Mode. Inside the local village you can rest at the Inn, eat at a restaurant or speak with the village peovillage you can less at the limit, eat at a lessadiant of speak with the village peo-ple (Y.M.C.A.I). Both Kouji and Clair become selectable fighters in Arcade mode. Speaking of which, *Final Fantasy VII* fans might be tempted to pick up this tasty import. Besides Cloud, Django and Tifa, *Ehrgeiz* also includes Sephiroth, Vincent Valentine and Yuffie Kisaragi. We're sure there are more secret characters; they just have to be unlocked. As of this writing, there are no plans to bring Ehrgeiz stateside. Keep your fingers crossed. Hopefully a suit and tie somewhere will make the decision of releasing in the U.S. We deserve it, To this day Anatole and Tyrone still mope around the office because of Tobal 2. Of course, they have their import versions, but they would enjoy to play more than just by themselves. If we hear anything concering a U.S. PlayStation release of Ehrgeiz we will fill you in. Maybe Namco will localize Ehrgeiz for the U.S. since it did release the arcade kit piece.

1 One of Ehrgeiz' new mini-games includes the Running Game. It's like Super Sprint without cars. The main goal is to complete the total number of laps first.

2 See the long meter across the top of the screen? Once Godhand gets another hit his opponent will be dizzy for a short period.

3 Kouji, one of the original characters, battles a huge squid in the all-new Quest Mode.

4 Clair Andrews speaks with the bartender at the local restaurant. 5 Inside Godless the Dungeon Kouji battles hordes of monsters

6 The Battle Panel mini-game is like a fighting version of Othello. 7 New to Ehrgeiz, Sephiroth racing against Yoko in the Beach Battle mini-game, Battle Oash.

8 Sephiroth digs hard to reach the flag before Yoko in another Beach Battle mini-game, Battle Flag. 9 Seen here, Yoko trips over a ran dom log in the last Beach battle mini-game, Battle Hurdle

10 Cloud hammers Ken Mishima with a quick hit in the Infinity Battle mini-game.

11 Our team-Avalanche member takes a hit from Yoko.















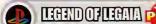












SCEA . Available Now . 1 Player

Wild Arms fans will be happy to know that Sony has picked the rights to release Legend of Legala domestically. Originally developed by Contrail (a subsidy of Sony Computer Entertainment), both Wild Arms and Legala share the same producer, The "Tactics Arts System" used in Legaia is truly original. This active battle system allows for speedy transitions from player to opponent and back again. All commands can be accomplished by using the D-Pad. For instance, to use an item, you press Up on the D-Pad; to attack, press Left. From here you can press any combination of directions (Up, Down, Left, Right) to attack with a vicious combo. These attacks register indivually and can vary in effectiveness from character to character. Battles take place in a fighting game-like scenario with fully polygonal characters and backgrounds. Much like FFVII, each character in your party can learn new attacks with original animation sequences. The quick battle system is a great break from the usually slow pace found in most RPGs. You can complete your commands in less than two seconds if you know what you'd like to do. The story of the land of Legaia unfolds as Vahn and his friends Noa and Gala attempt to find the seven Genesis trees waiting throughout Legala. These sacred trees are the only things that can make the evil mist overtaking the land subside Each of these trees must be revived in some way and it's up to Vahn to find out how. Sony promises the usually long quest we've come to know and love in PlayStation RPGs. Send in those Select Games Response Cards if you'd like to see a strategy guide on this!

































You know Midwa will inhost of

secret

charac-

Here's one to make

Grandma

ters.





The NBA has been pretty lame this year, but that hasn't stopped Midway from making this absolutely stunning basketball game called NBA Showtime: NBA on NBC. Midway released NBA Jam '99 on the N64 last winter but it wasn't the over-the-top. in-your-face, two-on-two basketball game that people have come to expect from the NBA Jam name. NBA Showtime brings it all back, but with tons of new features. This time you can play up to a three-on-three game, thus opening up the court for some crazy passing plays. You'll also be able to create your own players with the

new player edit system. Expect to see some zany secret characters as Midway follows the NBA Jam tradition. The first thing we noticed was the incredible detail; all of the players look like their real-life counterparts! A true NBA fan will really appreciate the amount of detail given to the players; no other basketball game even comes close! And more importantly, the gameplay is way over the top. Run and gun three-pointers, super hang-time dunks, alley-oop slams and almost any other Chick Hearn-ism you can think of. There are no fouls, so you can do stuff like knee your opponent as you go in for a monster slam. (You hear that, Karl Malone?) The NBA may have let you down this year, but this game should bring back some of that playoff fever that you so dearly miss.

Hundred of players' faces have been individually modeled and texture-mapped. Wicked!

Asleep at the wheel? We'd say so, as Kobe goes up for the easy dunk. Look at the sheer detail-simply amazing!











POWER STONE

Leave it to Capcom to take the brand-spanking-new Naomi board and design a game that really makes you want to like the Dreamcast architecture. Okamoto-san and crew have obviously studied hard. Power Stone utilizes a ton of elements seen in other fighting games and adds its own unique flair and style. The best way to describe Power Stone is Pocket Fighter meets Ehrgeiz. Like the latter, you can move freely in 3D space. To an even greater extent than Dream Factory'ss offering, Power Stone really gets you into the world by making practically every object a potential weapon or tool. Some arenas are completely enclosed. Inside these arenas, you'll grab boxes, climb structural beams or even cling onto the ceiling overhangs. Power Stone owes its combo and "gem" system to Pocket Fighter. Starting with the Punch button, you can perform various strings by alternating between Punch and Kick. When you've collected three Power Stones (Red, Yellow and Blue), your character will don his or her Power Stone gear. At this time, you'll be able to do some serious damage. I hope you're sitting down for this next one. There is no blocking in PS. The only way to not get hit is to avoid your opponent's attacks. This creates quite a hectic pace for battles. The only downer in PS is the smaller-than-usual cast of characters. There are eight standard







CALIFORNIA SPEED

Midway • April • 1-4 Players

SPEED

The popular arcade title from Atari Games, California Speed, is finally making its way into your home! The new N64 version will come with a whole new set of features, thus adding a whole new life to this crazy racing game! The game will have a total of 14 unique tracks which all take place in—you guessed it—California. You can engage in four-player mayhem and race through places like Los Angeles, San Francisco, Silicon Valley, Yosemite, the Mojave Desert and more. With so many diverse terrains in California, you'll get to experience everything from desert dragracing to snow-capped ice-slashing! More than fifteen cars will be selectable when you count some of the secret cars you can earn. Arcade veterans of the game will be pleased to know that the home version will have a whole new set of short-cuts for every single track, so don't rest on your laurels! Reversed mirror tracks will also become available as you beat the game, giving you even more replayability for your buck, California Speed will utilize the same engine as San Francisco Rush 2, so expect to see some new and improved physics in the game. With the success of the Cruis'n and San Francisco Rush series, this title should be another monster seller for Midway.

















UPDATE!

THQ • March • 1-4 Players

With the very sad premature death of Virgin's Thrill Kill, Shao Lin will enjoy being the very first four-player fighting game for the PlayStation (excluding those verstling games, of course). Originally slated for a November '98 release, Pohygon Magic, the developers of Shao Lin, decided to fine-tune t a little more. Much like Square's Toba' 2 and Eñrgelz, the game will also feature an unique RPG adventure, where each character will learn more moves as he or she may tures through the story. The change will also be visible as each character shounds the story. The change will also be visible as each character, sown and the story will be able to play simultaneously, but with the addition of two more computer-controlled characters, you can have up to six characters on screen at one time! Six different martial arts styles can be learned, thus adding depth to the arsenal of moves your character can acquire during the course of their training. Anime fans will get a kick out of the fact that the character design is done by hirostohi Sano, a major artist in the ever-popular Gundam series. Will Shao Lin make us forest about the terrible loss of Thrill Kill? We hope sol





Time to get your multi-tap out and dust it off for some fourplayer face smashing! Did someone say Thrill Kill?

Wait a second! Isn't that the girl in another very popular fighting game?









With an all-star cast of famous boxers from years past and present, EA's Knockout Kings is a ringmaster's dream. Imagine putting Holyfield and Ali into the same ring and seeing who will remain standing! PlayStation owners have already been able to put on their gloves for this one but N64 owners will soon be able to play a revamped version. The PlayStation version got some criticism for being a little sluggish and at times was even accused of using nothing more than a spruced-up version of the fighting engine in EASports' NHL series. Fear not, the N64 version is being developed by Black Ops, which plans to give it more speed and bring a whole new arcade feel to the game. Unfortunately, George Foreman and Mike Tyson will still be left out for licensing reasons, but that shouldn't stop this from being the ultimate boxing game for your N64. Heck, when was the last good boxing game for any system? Super Punch-Out!!? There won't be any ear-biting moves, but you can bet with the new arcade style that there will be plenty of over-the-top uppercuts and cross-counters! As Mills Lane would say, "Let's get it on!"









The much-awaited title from Fox Interactive, Alien Resurrection, is finally making some progress. Based on the movie of the same name, the game takes place on the doomed military research vessel Auriga. Dr. Wren, a psychotic scientist, is doing cloning experiments with our beloved alien critters. Angry aliens decide to invade and kill all the survivors of Auriga. That's where you come in, to save the fate of your fellow marines. Choose any of the five playable characters: Ripely, Call, Johner, DiStephano or Christie. You'll be equipped with an arsenal of deadly weapons as you stred some alien meat on all of the game's 13 massive levels. Each level is mission-based so there's more to the gamelya than just being trigger-happy. With the help of "Father", the spacecraft's information computer, you'll be instructed to carry out certain tasks in order to destroy Dr. Wren's horrible creations. The game's story and design is being closely monitored by the film's production team as it is being developed, so don't expect another sorry game that merely uses a movie license. The architecture, sound ef-











There are no pre-rendered cinemas n Shenmu, just pure, poly yon-rendered, viewing satisfaction Sign me up, Segal

A top-priority Dreamcast project

shrouded in secrecy, Shenmue was

at last unveiled before an anxious

gaming public in Japan on Decem-

ber 20. Formerly code-named "Pro-

ject Berkeley", Shenmue is the first attempt at an original console-ded-









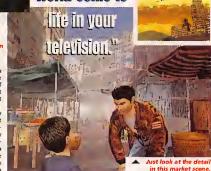




Yu Suzuki's arcade credentials are enormously impressive. Works include Space Harrier, Hang-On, Daytona, Virtua Cop and Virtua Cop 2, not to mention the entire Virtua Fighter series.

icated game by Sega's legendary AM2 arcade team. AM2 frontman Yu Suzuki came up with the idea nearly five years ago, but abandoned the project at an early stage due to the then-existing hardware limitations of the Saturn. As preliminary planning of Sega's next generation Dreamcast hardware began to take shape back in mid-1996, Suzuki-san realized that his power-thirsty game concept could at last become a reality.

Styled as an action/RPG game, Shenmue takes place in present-day Japan and China. This is, by no means, your typical, run-of-the-mill RPG. It may be hard to believe, but just when we thought we'd seen it all by playing Sonic Adventure, along comes Shenmue's real-time graphics...they completely and utterly eclipse them (does four million polygons per second sound like a plan?) Imagine huge, sprawling environments filled with over 500 different characters to interact with, Imagine a world where characters don't just stand around like zombies waiting for you to talk to them. Each citizen actually goes about their own daily routine; they go to work, stroll through shopping districts to purchase goods and even sleep at night! Characters speak in audio, not text, and rarely repeat the same sentence twice, no matter how many times they are approached for con-



real-time. Turn on Shenmue at 5:30 AM before heading off to school, and it's morning in the game! Stay up late on a Saturday night to play andyup, you got it-it's nighttime in the game, too! Weather changes, as well. Thunderstorms, fog...you name it! Unbelievably, even snow can accumulate over a period of time. A god-like world come to life in your television, and through it all...total freedom of movement. But what fun would a game like this be without some serious con-

flict? There's plenty of opposition in Shenmue, that's for sure, and here's the lowdown. At various pre-determined trigger-points, the game switches over to what AM2 calls "Quick Time Event" mode. As an action sequence begins, the screen starts flashing a series of arrow prompts, not unlike classic laserdisc games of old (Dragon's Lair, anyone?). The idea is for the player to time button presses with each on-screen prompt. The player is afforded but a fraction of a second to make each correct decision or face tragic consequences. Quick Time Events can involve anything from dodging deadly obstacles to pursuing a character through an alley to fighting entire groups of enemies. Speaking of enemies, one demonstration showcased at the game's unveiling depicted a segment in which Ryo made a wrong turn in an alleyway, resulting in a confrontation with a murderous gang. After a brief exchange of words, one of the gang members proceeded to get up in Ryo's face. A series of properly-timed button presses was all it took for Ryo to block the antagonists first strike, duck a second one, and then counter by grabbing the goon's arm to send him crashing head-first into a nearby fruit stand. One by one, the remaining gang members moved in for the kill as Ryo worked his skills to the max. Yu Suzuki and the entire AM2 staff are definitely onto something big here. From what we've seen and heard so far, Shenmue has the potential to revolutionize the way all future action/RPG's are constructed. There are dozens of impressive gameplay features in this title, the likes of which players have only been able to dream of until now. Kinda fitting, isn't it?



versation. Sound good so far? That's just the tip of the iceberg. In many ways, Shenmue is so dose to real life, it's almost intimidating. The player controls Ryo Hazuki, the game's leading character. In order to survive, Ryo must earn money for food and other assorted items, just as a person would in the real world. Ryo can obtain currency by searching areas in the game, by gambling and even-get THIS!--by working! Performing odd jobs-such as moving crates in a warehouse-is just one method in which Ryo can pick up extra cash. More amazing details: Working in sync with a controller-docked VMU, the game's environmental settings change in

Time keeps on slippin' into the future! As you progress through the game, the ambience shifts ever so slowly. The result is much more subtle than the time change effect present in Zelda: Ocarina of Time.









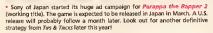


LAST MINUTE GAMING INFORMATION...

- Affer completing the jaw-dropping Sonic Adventure, Yuji Naka and the Sonic Team are reportedly working on NIGHTS 2 for the Dreamcast. If it's as impressive as Sonic, Nights 2 should help generate additional frenzy for the Dreamcast's official American debut on Thursday, September 9th.
- · Connectix, a Macintosh software company, has created a PlayStation emitor called Virtual Game Station for use on Macs with G3 processors. This shocking news came out of January's MacWorld expo where Connectix was selling preliminary copies. Apparently, the emulator works with most PlayStation games, but some titles suffer from slight slow-down problems. Steve Jobs hinted that it may even come as pre-packaged software with the new line of iMacs. Of course, that's if Sony doesn't sue them into oblivion first!
- Capcom is rumored to be secretly working on Resident Evil for the Nintendo 64! It's unclear whether this will be an exclusive edition of Resident Evil or merely a port of the same old PlayStation title. After finishing up work on Magical Tetris Challenge for Nintendo's system. Capcom expressed some hesitation in making another N64 game, so we'll see if there's any leverage to this rumor.
- · Shigeru Miyamoto is reportedly busy at work on the sequel to Zelda: Ocarina of Time! How it will look, and play is still a mystery. Heck, the company isn't even sure which platform it will end up on; N64 or the Big N's next machine. This definitely explains the lack of any Super Mario 64 II
- Bandai was pursuing Sega to obtain support for its new hand-held machine, the Wonderswan, but was rejected in favor of SNK's Neo•Geo Pocket. Now Bandai is looking to Sony to arrange compatibility with the PlayStation.
- · Unfortunately, more Dreamcast delays have risen up to haunt Japanese gamers. Hudson's Kita E [To the North] White Illumination has been delayed until March while Climax's RPG, Climax Landers, got pushed to a June release date. The good news is that Sega recently confirmed rumors of The House of the Dead 2 for a March DC release. Hopefully, this good news will not turn bad quickly (we don't wanna feel the wrath of Tyrone!)
- Westwood's huge cult classic for the PC, Command & Conquer, will be released for the N64 later this year via Nintendo. It will feature four-player simultaneous play. Nintendo has been trying to attract an older gaming audi-

ence to the N64 by licensing turn-based strategy games like Ogre Battle 3 and Star-





 It's a bit ironic, but Konami's Survivor: Day One couldn't survive its own production. The N64 game was scheduled for a first quarter release this year. Production was reportedly moving too slowly and the game was considered to be on the "uninspiring" side. The good news is, Konami is planning to release a PlayStation version of its very popular arcade game, Dance Dance Revolution this Spring in Japani A floor-pad will also be sold, allowing players to stomp on it just like in the ar-

· Columbia Pictures has reportedly se-

- Spawn fanatics should be delighted to know that Todd McFarlane will be heading the project as Executive Producer! We hope the movie doesn't turn out like those goovy novels!
- In baseball news, Sammy Sosa of the Chicago Cubs signed with EA Sports to be the guy on the box for Triple Play 2000. Acclaim signed Derek Jeter of the New York Yankees to be their spokesperson for All-Star Baseball 2000. We'll see who sells more copies: the home-run king or the World Series champion!

 THQ is already busy work with Brunswick Circult Pro Bowling 2. The title is expected to ship later this year.

 Rare has finally shed light on the progress of Donkey Kong Country 64. A company spokesperson admitted that the proiect is definitely well under way. Nintendo has not said yet when



the title might be released, but this is good news since people started to wonder whether the game was ever going to be released.

Nintendo will continue the Pokémon frenzy by releasing Pokémon Yefw and Pokémon Pinball for the Game Boy Color. Pokémon Yellow is similar to the Pokémon games available right now, except Pikachu walks

around with you just like in the show (he hates to be trapped in a monster ball!) Also included in Pokemon Yellow are several mini-games like "Pikachu

 Electronic Arts decided to scrap The Need For Speed for the N64, The engine that was being used for the game is now being used on a new project entitled Beetle Adventure Racing for the N64. It will be the first game to carry a Volkswagon license.



• It's no joke: the National Security Agency has put a ban on Furbies In all NSA headquarters throughout the nation! Apparently, the little furry guys are deemed to pose a serious threat to national security. Apparently, with its high-tech 200 word vocabulary and recordable chip, Furbies have the potential to be a convenient spying tool. The last thing the government needs are Furbies spewing tons of classified information to evil dictators like Saddam Hussein!

 To the delight of Chris, a Pepsiman game is on its way to the PlayStation in Japan by a company called Kid. No release date has been set as of yet. No word on what it'll play like, either. Kid, however, has been known to make plenty of strange, perverse games for the Sega Saturn, so we'll see!

• Have you seen Scott Safran? Walter Day, editor of the famous Twin Galaxies Official Video Game & Pinball Book of World Records, has been looking for Scott Safran for over a year. Back in November 13, 1982, Scott scored a world record 41,336,440 on Asteroids at the All-American Billiard Company in Newton, Pennsylvania. Since he also holds the unusual distinction of retaining an unbeaten high-score record for seventeen years, Twin Galaxies has been trying to locate him to award him with a certificate of merit. Unfortunately, after several attempts at locating him through numerous radio stations and newspapers across the nation, no one has been able to find him. We hope he's not like, dead, or something. Anyway, if you know where Scott is, contact Walter Day at (515) 472-3882. And, hey, no prank phone calls; they've already had enough jokers pretending to be "the ghost of Scott!"

• GT Interactive news! They said it couldn't be done, but Unreal is on its way to the PlayStation! The game is expected to release "by the end of the year." Driver is a killer, KILLER new PlayStation title being developed by Re-flections, the wizards behind Destruction Derby 1 and 2! The game—

planned for release in late April or early May-puts the player in the role of an undercover cop posing as a getaway car driver for the mob. One GT Interactive rep we talked to had this to say: "Oh, yeah...this is the big one for us in early '99." Take our word for it; the graphics in Driver must be seen to be believed. We'll be back with the complete, noholds-barred T&T preview of the game next

 Join us right here next month for a TON of new previews and last minute information! Till then, play safe and be sure to cheat whenever possible, because cheating is fun (unless you're Bill Clinton!)





Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO MARCH	64
1 4X4 Mud Monsters	Take 2
AirBoardin' USA	ASCII
All Star Tennis 99	Ubi Soft
Bottom of the 9th	Konami
Bust A Move 3	Acclaim
California Speed	Midway
Duke Nukem: Zero Hour	GT
Nybrid Heaven	Konami
Micro Machines	Midway
Monaco Grand Prix	Ubi Soft
Shadow Man	Acclaim
12 Starshot	Ocean
Wigilante B	Activision
1ST QUART	ER
Army Men 2	3DO
15 Asteroids	Crave
6 Deer Hunter	Microware
1 Lego Racers	Lego Media
Lode Runner 64	Bandai
MHL Hockey 99	Midway
Rugrats	THQ
20 San Francisco Rush: The Ro	ck Midway
Sim City 64	Nintendo
Smash Brothers *	Nintendo
W Twelve Tales: Conker 64	Rare
18 Ultra Combat	GT
06) Ultra Descent	Interplay
APRIL	
All-Star Baseball 2000	Acclaim
Jet Force Gemini	Rare
Rampage: Universal Tour	Midway
Rayman 2	Ubi Soft
Roadsters 99	Titus
Shadowgate	Kemco
3 Snowboard Kids 2	Atlus
Tonic Trouble	Ubi Soft
Triple Play 2000	EA Sports
World League Soccer 99	Eidos
MAY	
33 Animaniacs Ten Pin Alley	ASC
March 1000 T	DO 0 TD

		_
-		
•	Ken Griffey Jr. Baseball 2	Nintendo
•	Playmobil	Ubi Soft
0	Star Wars: Pod Racer	Nintendo
J	UNE	
•	Earthworm Jim 3D	Take 2
W	Gauntlet Legends	Midway
1	Superman	Titus
2	ND QUARTER	'99
•	Beetle Adventure Racing	Electronic Arts
(5)	Carmageddon	Interplay
1	Caesar's Palace	Crave
0	Earthbound	Nintendo
0	Harrier 2001	Video Systems
19	Harvest Moon	Natsume
9	Jeff Gordon Racing	ASC
9	Jest	Ocean
0	Jungle Bots	Titus
1	Legend of the River King	Natsume
•	Legend of the Sea King	Natsume
6	Mystical Ninja: Goemon 2	Konami
•	Perfect Dark	Rare
•	Quake II	Activision
0	Radikal Bikers	Midway
•	Road Rash	THQ
0	WCW Nitro	THQ
•	Winback	Koei
_	V-Rally	Infogrames
3	RD QUARTER	'99
_	Bomberman 2	Hudson
•	Gex 3: Deep Cover	Eidos
•	Ronaldo Soccer	Infogrames

Starcraft

X-Men

22 Assault

Banjo Tooie

Battlezone

Blues Brothers 2000

Survivor Day One

Tasmanian Express

POSSIBLE IN '99 1080° Snowboarding 2

WWF: Attitude

18	Charlie's Blast Territory	Kemco
0	Contra Spirits 64	Konami
1	Daikatana	Eidos
8	Dethcarz	GT
0	Donkey Kong Country	Nintendo
0	Hercules: The Legendary Journeys	Titus
D	Mario Golf	Nintendo
3	NFL Blitz 99	Midway
0	Nuclear Strike	THQ
6	Ogre Battle 3	Nintendo
E	Pikachu Genki De Chu	Nintendo
0	Pitfall	Activision
0	Pokemon Snap	Nintendo
13	Pokemon Stadium *	Nintendo
D	Quest for Camelot	THQ
1	Rakuga Kids *	Konami
12	Re-Volt	Acclaim
9	Rollerball	MGM
0	Space Bunnies Must Die	Take 2
(5)	Space Invaders	Activision
	Spider-Man	Activision
D	Super Mario 64 II	Nintendo
D	Super Mario RPG 2	Nintendo
19	Tamagotchi •	Bandai
00	WCW 99	EA Sports
0	Xena: The Warrior Princess	Titus
	LAYSTATIO	N

9000		
*1	3Xtreme	989
2	All Star Tennis 99	Ubi Soft
3	Attack of the Saucermen	Psygnosis
4	Bass Landing	Ascii
5	Big Air Snowboarding	Accolade
	Clock Tower 2 *	Ascii
7	Fisherman's Bait	Konami
8	Jeff Gordon Racing	ASC
9	MLB 2000	989
18	Omikron	Eidos
11	Quake II	Activision
12	RC Stunt Copter	Midway
13	Rollcage	Psygnosis
H.	Shogun Assasins	Konami
* Pu	blishers, please contact us with undates	and/or corrections

Nintendo

Konami

Ocean

Acclaim

Activision

Nintendo

Activision

Telstar

Rare

Titus

March 1999



Select Games

15 Street Fighter Alpha 3	Capcom
Tai Fu .	Activision
17 Triple Play 2000	EA Sports
18 Vermin	Eidos
19 Xena: Warrior Princess	9B9
1ST QUARTER	'99
28 Deer Hunter	Microware
21 G Shock	Konami
22 Heavy Gear	Activision
23 High Heat Baseball 2000	3DO
24 International Rally Championship	THQ
25 Jackie Chan Stuntmaster	Midway
26 Looney Tunes	Infogrames
21 Lunar: Silver Star Story *	Working Designs
24 Magzone	Trimark
29 Montezuma's Return	Utopia
38 Nectaris *	Jaleco
31 NFL Full Contact Football	Konami
32 Dbsidian	Rocket Science
33 Plasma Sword	Capcom
34 Pro 1B: World Tour Golf	Psygnosis
35 Ridge Racer Type 4	Namco
36 Respect, Inc.	Psygnosis
37 Snow Break	Atlus
31 The Space Bar	Rocket Science
39 Star Trek: Klingon Academy	
48 Tiny Tank	MGM
11 Total Drivin'	Infogrames
12 Viper	Infogrames
APRIL	
43 Alien Resurrection	Fox
44 Carmageddon 2	Interplay
45 Darkstone	Take2
46 F1 Racing Sim	Ubi Soft
47 Kawasaki: Motocross	Activision
48 Shao Lin	THO
49 VR Baseball 3	Interplay
MAY	
51 Suikoden 2	Konami
51 WWF Attitude	Acclaim
JUNE	
52 Superman	Titus
2ND QUARTER	'99
53 007: Tomorrow Never Dies	MGM
34 Bloody Roar 2	T.B.D.
55 Croc II	Fox
56 Gex 3: Deep Cover	Eidos
WI	

5) K-1 Revenge	Jaleco
58 Ling Rise	Ascii
55 Rampage: Universal Tour	Midway
68 Rising Zan: The Samurai Gunman	Ascii
3RD QUARTER	'99
61) Final Fantasy VIII	Square/EA
67 Galerians	Ascii
63 Messiah	Interplay
64 Rayman 2	Ubi Soft
POSSIBLE IN	'99
65: Ace Combat 3	Namco
66 Aquanaut's Holiday 2	Artdink
67 Armored Core: Master Df Are	ena T.B.D.
68 BeatMania: 2nd Mix *	Konami
69 BeatMania: 3rd Mix	Konami
10 Daikatana	Eidos
n Dance! Dance! Dance!	Konami
12 Dead Unity	THQ
73 Dragon Quest VII	Enix
14 Dragon Valor	Namco
75 Ehrgeiz *	Square/EA
76 Glover	Hasbro
11 I.Q. Final	SCEA
10 Libero Grande '	Namco
19 Macross Digital Mission VF-X2	Bandai
Monster Rancher 2 *	Tecmo
Parappa the Rapper 2	SCEA
82 Racing Lagoon	Square
R-Type Delta *	T.B.D.
R-Types	ASCII
15 Snowboard Kids Plus	Atlus
Spider-Man	Activision
Tail Concerto	Activision
18 Tales of Fantasia	Namco
89 Zeus: Carnage Heart 2	T.B.D.
ARCADE 1ST QUARTER	'99
Behind Enemy Lines	Sega
2 Bloody Roar 2 °	T.B.A.
Dance Dance Revolution *	Konami
Dead or Alive 2	Tecmo
_	

1 Samurai Showdown 64 pt.II "SNK

57	K-1 Revenge	Jaleco	0	Shock Troopers 2	SNK
58	Ling Rise	Ascii	12	Spike •	Sega
59	Rampage: Universal Tour	Midway	13	Street Fighter III: 3rd Impact	Capcom
68	Rising Zan: The Samurai Gunman	Ascii	1	Street Fighter IV	Capcom
3	RD QUARTER	99	O	Tekken 3: Special Edition	Namco
SECTION AND		Square/EA	0	Thrill Drive	Konami
pater.		Ascii			99
63	Messiah	Interplay			Konami
64		Ubi Soft	=		Taito
0000000	AND THE RESIDENCE OF THE PROPERTY OF THE PROPE	'99	_		Namco
वस्याध्य		Namco	_		Konami
438.		Artdink	_		Sega
-	Armored Core: Master Df Are		_		Konami
200		Konami	=		Sega
7500		Konami	_		Konami
N. C.		Eidos			Taito
dist		Konami	=		Capcom
Augus.		THO			Namco
400		Fnix	_ =		Taito
-Life		Namco	_		Capcom
15		Square/EA			Namco
76		Hasbro	-		Sega
		SCEA			SNK
dille			-		JIV.
150		Namco	. 200 mil	JAME BOY	
	Macross Digital Mission VF-X2			San Francisco Rush	Midway
20.0	Monster Rancher 2 *	SCEA	0	V-Rally Championship	Infograme:
81	Parappa the Rapper 2		9	ST QUARTER	*99
-	Racing Lagoon	Square			Natsume
- Pa	R-Type Delta	T.B.D. ASCII	0	Flying Dragon	Natsume
2.80	R-Types '		0		
33114	Snowboard Kids Plus	Atlus	0	Legend of the River King	Natsume Natsume
80	-		0	Legend of the Sea King	Acclaim
480	Tail Concerto	Activision		NBA Jam 99	Titus
4000	Tales of Fantasia	Namco	-	Roadsters 99	Acclaim
	Zeus: Carnage Heart 2	T.B.D.	-	South Park	
	ARCADE	'99	- 400	Wario Land II (Color)	Nintendo
	ST QUARTER				Telegames
=	Behind Enemy Lines	Sega	_ Shorts	APRIL	THO
2	Bloody Roar 2	T.B.A.	- Montage	Yoda Stories	THQ
U	Dance Dance Revolution *	Konami	_ Much	VIAY	Titus
0	Dead or Alive 2	Tecmo	-	Titus Jr.	
5	Dirt Devils *	Sega	E	ND QUARTER	1 '99
<u> </u>		ENCOM	- U	Space Station: Silicon Valley	
U	Hydro Thunder	Midway	-	Spy Hunter/Moon Patrol	Midway
3	NBA Showtime: NBA on NBC			POSSIBLE IN '	99
0	Racing Jam 2 *	Konami	16	Bomberman Quest	Hudson

Pokémon (Yellow)

Nintendo

Tracks & Vehicle Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing red, quickly tap Up on the D-pad and the C® outton at exactly the same time (also on Con troller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 be fore the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the B button just before he says 'GOI" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

When you turn the game on wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: Up, C®, Left, C®, Down, C®, Right, C®, L, R, Z. You'll hear a sound to confirm that the code has been en tered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected. Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already earned Mao Mao if you continued more than three times in the Tokyo stage. Secret Character: Spanky

To access another secret character, you must complete the following requirements:

1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during day

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle De fense "

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice

Cave levels. 6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot

ALL-STAR BASEBALL 99

Choose "Enter Cheats" from the main setup menu, then enter one of the following code: to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

ATEMYBUIK—Unlocks secret "Alienapofis Park" stadium in Exhibition Mode

PRPPAPLY R-Players are paper-thin GOTHELIUM-Players' heads, feet, hands

ABBTNCSTLO-Some players are fat. others are thin

RRNSTRDS-Rin baseball

GRTBLSFDST—Baseball leaves a smoking Note: With the exception of the "Alienapolis

Park" code, each of the above cheats can be toggled on and off at any time during game-play with the following button codes; you don't need to enter the above passwords to use these:

" Players are paper-thin-Pause the gam then hold Z and press CO. CO. A. CO. A. CO. C⊕, C⊕, C⊕, C⊕

 Players' heads, feet, hands and bats are big—Pause the game, then hold Z and press C⊕, C⊕, A, C⊕, C⊕, B, C⊕, C⊕, C⊕

Some players are fat, others are thinthe game, then hold Z and press A. C. C. C. C®. C®. B. C®

· Big baseball-Pause the game, then hold Z and press C. A. C. C. B. A. C. C. Baseball leaves a smoking trail—Pause th game, then hold Z and press B, C®, C®, C®,

C®. B. A. C®. C®

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage: just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to snell out the code words as follows:

"CHEATLOTS OF GOES WITH MANYBANJOS" to earn infinite lives.
• Enter "CHEATANENERGYBARTO GETYOUFAR" to max out the capacity of your energy bar at eight honeycomb piece Enter "CHEATDONTBEADUMBO GOSEEMUMBO" to earn infinite Mumbo

* Foter "CHEATNOWYOLICANELY HIGHINTHESKY" to earn infinite red

feathers.
• Enter "CHEATAGOLDENGLOWTO PROTECTBANJO" to earn infinite gold

feathers.
- Finter "CHEATGIVETHEBEARLOTS OF A I R" to have infinite air when underwa

· Enter "CHEATBANJOBEGSFOR PLENTY OFE GGS" to earn infinite eggs, For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Mool" during the first five ters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C® button to enter the first person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which

you can enter in the sand castle in Treasure Trave Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the code

Enter "BOTTLESBONUSONE" to give • Foter "ROTTLESRONUST WO" to

give Banjo big hands and feet Enter "BOTTLESBONUSTHREE" to make Kazooie big.

• Enter "BDTTLESBONUSFOUR" to make Banio tall and thin Enter "BOTTLESBONUSFIVE" to get

a tall, thin Banjo with big hands and feet.

" Enter "B I G B O T T L E S B O N U S" to activate all of the above codes at once.
• Enter "WISHYWASHYBANJO" to

change Banjo into a washing machine . Enter "NOBONUS" to deactivate all ac-

Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the First-Person View

During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

BDDY HARVEST

ient Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D pad to enter the directional commands, not the analog joystick, Smart bomb---A, C®, C®, C®, Left

Restore health-Down, Up, Right, A, B, Left,

All artifacts-Up, C®, C®, Z, Up, Left Dancing Adam—Down, Up, C®, Down, C®, CO:

Bad Adam-C@, CD, A, CD, CD, Left Tall Adam—B, A, C⊕, A, C⊕, A Short Adam—Down, C⊕, A, Right, Z Kill Adam—B, Left, C⊕, C⊕, Down Blouse cheat-Z, CD, CD, B, Left, CD Access all weapons—A, Right, C®, C®, C®, A,

Left More powerful weapons—C®, C®, Up. Z. Z. Left CF Surreal Mode-C®, Up, Right, Right, C®, A,

Left Up, Z, Z, C®, Right Fat Legged Aliens-Left, A. Right, Down

BOMBERMAN 64 Secret Stages

At the main menu-the one that says "Adven ture/Battle/Custom/Options"-press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battle-fields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work,

BUST- A-MOVE 2: ARCADE EDITION

At the title screen—while the words "Press Start" are flashing-press L. Up. R. Down You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll ee the words "Another World" at the tom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting. Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear, Press Left or Right to change to a different charac ter, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose

CHOPPER ATTACK

Secret Options Menu
At the title screen—when the words "Press
START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-se-lect, sound test and "Texture Mode" options. (in Texture Made 1, the Nintendo 64's pixel smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting: turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63% Secret Options

At the character-select screen, hold the L button and press C®, C®, C®, C®, B, A. If per formed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more. Secret Characters

Each of the following codes can be entered at the character-select screen: · Doctor Kiln-Hold the L button and press B

CO, CO, CO, CO, A • Sumo Santa—Hold the L button and press A, C®, C®, C®, C®, B

Hold L and press Up, Right, Down, Left, Right, Left on the D-pad

CLAY EIGHTER SCUI PTOR'S CUT

At the character-select screen, enter any of the following codes, then highlight the box and press the R button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing R at the "7" box to cycle through the secret char-

 Earthworm Jim—Hold the L button and press B, C@, C@, C@, C@, C@ Sumo Santa--Hold the L button and press A

C®, A, C®, C®, C® -Hold the L button and press B, B, CO, CO, CO, CO

• High Five—Hold the L button and press C®, C®, C®, B, A

Computer-Controlled Characters At the character-select screen, highlight the character you'd like to see fighting, hold the L

STERRET FIGHTER AUPTA 8 TOURNAMENT ACTION

Southern Hills Golfland held its first tournament since the Japan vs. USA mega-tourney on December 19 in Stanton, California. Over 40 competitors showed up for battle with an interesting

side note: Alex Valle, the U.S. Alpha 3 cham pion, was playing in a different tournament on the East Coast. This one was definitely up for grabs: of the top 16 players in the U.S., 12 of them were at this tournament! As expected, most of the top players were using Dhalsim Southern Hills Golfland distributed videotaped matches of its last tournament-held on October 29-and custom-made Street Fighter Alpha 3 T-shirts! The action was intense, with upsets aplenty. Sunnyvale player Jason Nelson was

knocked into the loser's bracket in the second round by local player Tom Nonaka. Mike Watson suffered an early defeat to 14-year-old Amir Karimussien, who also bumped off Graham Wolfe, the second-place finisher at the Japan vs. USA tournament. Amir is now feared by many players in Californial When the dust settled, the Northern California players were once again on top with Jason Cole, a Dhalsim master, ahead of them all. Special thanks to John Bailon, Cho Chang and Marc Vasquez for another excellent tournament! For information on upcoming events, contact Southern Hills Golfland at (714) 895-5613, Here's a list of the winning world warriors and the prizes they

button and press A, A, A, A, A, C⊕, C⊕, C⊕, C®, B, A, C®. The computer will take over your character, so just sit back and watch him or her fight.

Debug Mode

At the character-select screen, hold the L but ton and press A, B, A, B, A, B, C®, C®, Up, CØ, CØ, CØ. Now start the game; when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your characte and the arena for your next battle. Choose your character with the D-pad and select a stage with the C® and C® buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

CRUIS'N USA

Secret Stages
At the "Choose Race" screen, you can access hidden courses by holding specific buttons

down as follows: Golden Gate Park (lower-left corner)—Hold L + (9) + (9)

San Francisco (lower-right corner)-Hold L + CD+CD

Indiana (upper-right)-Hold L + C® + C®

At the "Choose Car" screen, press and hold the C®, C® and C® buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A. Z or START to confirm your choice.

Lights + Siren te in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to make the convevor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the " screen and select the School Bus or Police Car using the above code, During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake,

DARK RIFT

At the title screen-when the words "PRESS START" are flashing—press Up, C®, R, Right, Down, B. B. B. C. to warp to a one-player Demitron vs. Demitron battle.

Accelerate (hold the Accelerate button.)

Anss Codes At the title screen—when the words "PRESS START" are flashing-enter either or both of the following codes to make the bosses avail-

able as playable characters: Sonork—L. R. C⊕. C♥. C⊕. C⊕ Demitron-A. B. R. L. C. C.

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select scréen

See the Endings As above, enter one of the following codes at the title screen to see your favorite character's

Aaron's Ending-Up, CO, R, Right, Down, R,

R. C® Oemonica's Ending-Up, C®, R, Right, Down,

R. R. C® Demitron's Ending-Up, CG, R. Right, Down,

LLC Eve's Ending-Up, C®, R, Right, Down, R, R,

Gore's Ending-Up, C®, R, Right, Down, R, R,

Morphix's Ending-Up, C®, R, Right, Down, R,

Niki's Ending-Up, CO, R, Right, Down, R, R,

Scarlet's Ending-Up, C®, R, Right, Down, L, 1.00 Sonork's Ending—Up, C®, R, Right, Down, L,

I CA Zenmuron's Ending-Up, C®, R, Right, Down, LLCD

DEADLY ARTS

At the title screen-while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick: Gouriki-Up, Up, Down, Down, Left, Right,

Left Right B A Reiji-A, B, Right, Left, Right, Left, Down, Down, Up, Up

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING av as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Tai can be found and look for the from that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T. To play as T.T. you must race on each course Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a partic-ular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*)

ARNOLD—Big characters*
TEENYWEENIES—Small characters*

JUKEBOX-Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas

BLABBERMOUTH-Horn cheat (pressing Z will make your character speak instead of honking

WHOOIOTHIS—Oisplay credits (when you exit he Magic Codes menu) RYFRYFRALLOONS--Disable weapons

NOYELLOWSTUFF—Disable bananas ROGUSBANANAS-Bananas reduce speed VITAMINB-No limit to bananas BOMBSAWAY-All balloons are red (missiles)

TOXICOFFENOER—All balloons are green ROCKETFLIFL—All balloons are blue (turbo) BODYARMOR-All balloons are yellow

(shields) OPPOSITESATTRACT—All balloons are rain

bow (magnets) FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly) ZAPTHEZIPPERS—Turn off zippers DOUBLEVISION-Select same player (both players can choose the same character)

OFFROAD-Four Wheel Drive (better traction on dirt. grass. etc.) JOINTVENTURE-Enable two-player "Adven-

TIMETOLOSE—Ultimate Al (smarter computer opponents)

DOOM 64 Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game: TJL BDFW BFGV JVVB

With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost you health, access all weapons (and refill your ammo) or reveal the entire map with all ene mies and objects shown. There's also a stage-skip option; press Left or Right to change the name of the stage and press a C button to warp there.

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

DUKE NUKEW 64

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu-the one that says "New Game/Load Game/Options"press Left, Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've en tered the following additional codes (these must also be entered at the main menu): . Invincibility On/Off-Press the R button

seven times, then press Left Monsters On/Off—Press L. C[®]. Left. R. C[®] Right, Left, Left

. All Items On/Off-Press R. C. Right, L. C. Left, C. Right · Level Select-Press L. L. L. C. Right, Left

Left. C® With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME G Chear Code

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press STARY to get different effects. If you've entered a code properly, your player r will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a speolfic code, just enter it again

ANTIGRAV—Enter this code to turn the entire course upside-down
ARSENAL—With this code in place, you'll have

n endless supply of weapon pick-ups BANANA-Enter this code to make the tracks

extremely slippery FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" tar gets has been changed into the head of Fer

gus McGovern, director of Probe Entertain FISHEYE-Changes the in-game viewpoint to

resemble the view from a "fisheve" lens, like a David Lee Roth video GHOSTLY-Makes the course graphics semi-

transparent MAGNIFY-Changes the in-game viewpoint to resemble the view from a magnifying lens NITROID—Gives you an infinite supply of nitro

speed bursts RA50-With this cheat in place, press START at any time during a race to pause, then select from the pause menu. Instead of quit ting the race, the game will act as if you fin ished the race in the position you were in when you paused. If you pause before the starting oun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race ROLLER-Changes all of the vehicles on the track into boulders

STEALTH....Makes all of the vehicles invisible UGLYMODE—Deactivates the Nintendo 64's 'anti-aliasing" feature; this makes the graph-

ics appear more "pixelated" WIRED-Removes the texture-mapping so you can play the game with "wireframe" graphics XTREME—Increases your vehicle's top speed XGTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the name's design team (possibilities include ANDY, ASH, CRAIG, DARREN GILES GREG LOF JOHN JON JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Code

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you tered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again. 2064—Changes all vehicles into WipeOut-style

FLICK—Blurry graphics LINEAR—Wireframe graphics mode MISTAKE-Infinite special weapons NOPANEL—Removes all timers, gauges and

counters from the screen NEUTRON—"Tron" mode (alternate track graphics) NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

RASO—With this cheat in place, press START

at any time during a race to pause, then sele "Quit" from the pause menu. Instead of quitting the race, the game will act as if you fin Ished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race. SPIRAL-Makes the screen rotate continuously during a race

E-Overhead camera angle XCHARGE-Infinite weapon energy and shield nergy XXX-Increases your vehicle's ton sneed



Alpha 3 players James Romedy, Graham Wolfe and Bob Painter watch the action.

1st Place

JASON COLE, San Jose, CA \$250 cash. Golfland tokens, PlayStation game

ALEX WOLFE, Sunnyvale, CA \$80 cash, Golfland tokens, PlayStation Game

JASON NELSON, Sunnyvale, CA \$30 cash. Golfland tokens

AMIR KARIMUSSIEN, Westwood, CA





This limited edition Street Fighter Alpha 3 T-shirt was created for the Golfland tour-nament and worn proudly by many of the players who competed there

Nintendo 64 tips



F-1 WORLD GRAND PRIX

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" ontion. highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. Important: Yo must press A when you are finished entering the name. If you press B, you will exit out of the "Edit Name" function and the driver's

ame will not be changed: · Enter "MUSEUM" as the driver's last name. then exit to the title screen; you'll find a new option called "Gallery"

Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".

 Enter "PANDORA" as the driver's last name then exit to the title screen. Choose "Start" select "Challenge" and highlight "File 4".
You'll see the words "Cheaters Special" at the top of the screen and all of the historical chal lenge scenarios will be unlocked, including the secret "Ultimate" challenge.

. Enter "VACATION" as the driver's last name then exit to the title screen. Choose select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'fi find a new course called "Bonus Track" runs through a Hawaiian volcano.

 Enter "CHROME" as the driver's last name, then exit to the title screen, Choose "Start" and access the "Drivers" menu in any mode; you'll find a new driver named "Silver

* Enter "PYRITE" as the driver's last nan then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold

F-ZERO X Cheat Code

At the "Sefect Mode" screen, press L. Z. R. CO. CT, CT, CT, START; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been un-

Shrink Vehicles At the "Select Machine" screen, press L + R + C@ + CP; all of the available vehicles will

FIFA: ROAD TO WORLD CUP 98

To access each of the following cheat codes. choose "Customize Squad" from the ma menu, then select the "Player Edit" ontion

and follow the instructions below:

Small Players—Choose the "USA" league, se lect the Vancouver team and change any player's name to "KERRY".

Ghost Players-Choose the "Zone 4-UEFA"

league, select the Slovakia team and change any player's name to "LASKO". Invisible Players—Choose the "England" league, select the Sheffield W team and

ange any player's name to "WAYNE". Players Fall Down Randomly—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to SPUD". Start a game and you'll find that players on both teams will fall down ran-

domfy—usually at inopportune times. Invisible Stadium—Choose any team and change any player's name to "CATCH22".

· invisible Walls-Choose the "Zone 4-UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds

 Black Line Mode—Choose the "Zone 5— CONCACAF" league, select the Canada team and change any player's name to "MARC".

• Upside Down Screen—Choose the "Zone 2 OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and

change any player's name to "TED" Access Road to World Cup, Round 2— Choose the "Zone 3-AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 9B"

from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.

• Unlimited Player Attribute Points—Choose

"USA" league, select the Vancouver and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.

Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press C® + C® + Z. A special screen will appear. Press Left or Right to choose any victory animation sequence (from A to H) and press A to view it.

At the Option menu, set the difficulty level to "Easy", then press Left 20 times, a "Very Easy" setting will appear. If you set the difficulty to and press Right 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Each of the following codes works at the Forsaken 64 title screen, while the words "Press Start" are going by in green letters. To deacti vate a code you've entered, just input the same code agair

 Turbo Crazy Mode—B, B, R, Up, Left, Down c⊕. c⊛ · Psychidelic Mode-A, R, Left, Right, Down,

CO. CO. CO · Wireframe Mode-L, L, R, Z, Left, Right, C®, CD

Gore Mode-Z, Down, C®, C€, C®, C®, C®, **C**

Stealth Mode-Up, Up, Up, Up, Right, Down, Co, Co Infinite Primary Weapon-A, R, Z, Right, C.

OR CR CR Infinite Secondary Weapon-B. B. Z. Left. Left, CØ, CØ, CØ

 Infinite Weapon Energy—L, Z, Left, Right, Down, Down, Co, Co Infinite Titans—A, B, L, Up, Up, C®, C®, C®
 Infinite Solaris—B, L, L, Z, Up, Down, C®, C®

· Kill Enemies with One Shot-8, B, B, L, R, Left, Down, Down Freeze Enemies—R, Z, Right, Right, C®, C®,

FOX SPORTS COLLEGE HOOPS '99

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

N O G G I N-Big head mode

G H O S T—Ghost mode Z – W O O D—Z-Axis basketball court

FEAM - Z-- Z-Axis team N O F A N S-Dark background, improved

frame rate

TRAILS-"Trippy" ball effect B U Z Z Z-No shot clock THIRTY—60-second game H O M I E—Home team is favored M O N K E Y--- Alternate sound effects

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes using the Chuttons: Level select—C®, C®, C®, C®, C®, C®, C®, C®, C®, C® Open portals---C®, C®, C®, C®, C®, C®, C®, C®,

Onen levels—C@ C@ C@ C@ C@ C@ C@ Locate Garily-Ci0 ci0 ci0 ci0 ci0 ci0 ci0 ci0

Call ball—C®, C®, C®, C®, C®, C®, C®, C® Checkpoints—C®, C®, C®, C®, C®, C®, C®, C®, CR

Infinite lives-CO, CO, CO, CO, CO, CO, CO, CO Powerball—CR CR CR CR CR CR CR CR CR

Control ball—C®, C®, C®, C®, C®, C®, C®, CO. nfinite energy—CB, CB, CB, CB, CB, CB, CB, CB 030

Enemy ball—C@, C@, C@, C@, C@, C@, C@, C@ Low gravity—C@, C@, C@, C@, C®, C®, C®, CO

Big ball—C®, C®, C®, C®, C®, C®, C®, C®, C®, Fisheye-C@, C@, C@, C@, C@, CB, C@, C@ Camera rotate R—C®, C®, C®, C®, C®, C®, C®, CO CO

Camera rotate L—C®, C®, C®, C®, C®, C®, CP. CR

Mad Garibs—C®, C®, C®, C®, C®, C®, C®, CA Frog spell—C®, C®, C®, C®, C®, C®, C®, C®, C®, Hercules—CO CO CO CO CO CO CO CO Speed up—C@, C@, C@, C@, C@, C@, C@, C@,

Boomerang ball—C®, C®, C®, C®, C®, C®, C®, Vanish ball—C®, C®, C®, C®, C®, C®, C®, C®, C® Froggy-C®, CB, CB, CB, CB, CB, CB, CB, CB, CB Secret cheat—C®, C®, C®, C®, C®, C®, C®, C®,

All cheats off-C®, C®, C®, C®, C®, C®, C®, C®,

GOLDENEYE 007

xtra Characters in Multiplayer Mode Select a file and choose Multiplayer mode.

(You must have at least two controllers lugged in to access this option.) When the Multiplayer Options menu appears, choose

'Characters," then enter the following code at the Select Character screen: 1) Hold L + R and press C®

2) Hold L and press C® 3) Hold L + R and press Left on the D-pad

 Hold L and press Right on the D-pad
 Hold R and press Down on the D-pad 6) Hold L + R and press C®

7) Hold L and press C® 8) Hold L + R and press Right on the D-pad

9) Hold L + R and press C® 0) Hold L and press Down on the D-pad

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen Cheat Options

Each stage in GoldenEye will give you a spe-

cial cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this al lows you to adjust the health, damage levels accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:

"To earn the "Paintball Mode" cheat, defeat

the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting. To earn the "Invincibility" cheat, defeat the

Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
• To earn the "DK Mode" cheat, defeat the

Runway stage in \$:00 or less at the "Agent" difficulty setting. To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the

"Secret Agent" difficulty setting.
• To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the

"00 Agent" difficulty setting.
• To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" diffi

culty setting. To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the

"Secret Agent" difficulty setting. To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00"

Agent" difficulty setting.
• To earn the "2x Throwing Knives" cheat, de feat the Bunker 2 stage in 1:30 or less at the

'Agent" difficulty setting earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret

Agent" difficulty setting. To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00

Agent" difficulty setting To earn the "Enemy Rockets" cheat, defeat

the Streets stage in 1:45 or less at the "Agent" difficulty setting. . To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret

Agent" difficulty setting. To earn the "Silver PP7" cheat, defeat the Train stage in S:25 or less at the "00 Agent"

difficulty setting.
• To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the 'Agent" difficulty setting.

 To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Seret Agent" difficulty setting. . To earn the "2x RC-P90s" cheat, defeat the

Caverns stage in 9:30 or less at the *00 Agent" difficulty setting.
• To earn the "Gold PP7" cheat, defeat the

Cradle stage in 2:15 or less at the "Agent" difficulty setting. . To earn the "2x Lasers" cheat, defeat the

Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting. • To earn the "All Guns" cheat, defeat the

Egytian stage in 6:00 or less at the "00 Agent" difficulty setting.

HEXEN

When the "Paused" menu appears, quickly press C®, C®, C®, C®. A new option called "Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu;

MORE STREET FIGHTER ALPHA 3 TOURNAMENT FUN-O-RAMA GREATEST GAMES

While most people were on vacation or spend ing time with their families during Christmas break, the South Florida Street Fighter Alpha

on December 28, 1998. Players from all over the Miami area competed for a chance to win a Sony PlayStation game, cash and a one-year subtion to TIPS & TRICKS Magazine! Most of the old players from the Street Fighter II Hyper Fighting and Super Street Fighter II Turbo I day were present ready to make their mark in the new generation of Street Fighter games. ner had already been decided: Victor Olivares, a spectacular Gen player who is versatlle in any of tion with spectacular combos and seasoned tournament tactics. However, strolling along in the mall was Angel Mateo, who was coerced into joining the tournament even though he had not touched an Alpha 3 machine in two months. Many of the matches were extremely close. Miguel Garcia of Miami is now known as the "two-day Rolento;" he placed fifth after playing X-Mode Rolento for just two days. Hunsberger of Coconut Grove placed third, losing a thriller to Angel's A-Mode Zangief with no energy left in the final round of th final match. Victor Olivares, undefeated through the winner's bracket, already had defeated Angel once before and seemed poised to do so

the three modes, was annihilating the competi-

now you can activate the following cheat op tions by entering the following codes quickly at the "Cheats" menu: God Mode (invincibility)-C®, C®, C®

Clipping (walk through walls)---Press C⊕ 20 nes, then C® Visit (stage select)—C@, C@, C@, C@, C@, C@,

Butcher (kill all enemies in the area)—C®, C®, C@. C@

Health (refill health)—C⊕, C⊕, C⊕, C⊕ Collect All Keys—C®, C®, C®, C® Collect All Artifacts—C®, C®, C®, C® Collect All Weapons—C®, C®, C®, C® Collect Puzzle Items-C®, C®, C®, C®, C®, C®

IGGY'S RECKIN' BALLS

Secret Codes
At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following ou should hear a signal when you press START to confirm each code. With a code in place, you can turn its effects on or off by pressing START during the game; you'll "Cheat Menu" option at the "Paused

THEUNIVERSE-Allows you to access all of the

HAPPYHEADS---Unlocks all but one of the se-GODEYGOOGOO-"Slime Mode" (all tracks

ICEPRINCESS-"Ice Mode" (all tracks are slinpery)

GOBABY-Gives you a maxed-out turbo 2TIMES-2X Turbo Mode (turbo boosts last

twice as long)
NONSTOP—"Roli Mode" (constant turbo) SWOPSHOP-Randomly switches the charac ters' accessories (hair, glasses, spikes, etc.) ROLFHARRIS-Activates the black-&-white "Pencil Sketch" mode

2ROKTOO-Activates "Dark City" mode, in which the only lighting comes from the balls

MICRORALIS-Activates "Tiny Mode TOOMUCHPIE-Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)

JUMPAROUND-Level Select (a "Go To" op-tion at the "Paused" menu allows you to jump to any level at any time)

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode Wait for the words "Press Start" to begin flashing on the title screen, then press C®, C®, C®, C®, C®, C®, C®, B, A, then hold the Z button and press START; you'll hear the announces shout to confirm the code. Now start the game and all of the players on both teams will have huge heads

Secret Teams (Note: Use the D-nad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold the Z button and pless START; you'll hear the announcer shout to confirm the code. Now access the team-select screen, you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia Africa, America and even a "World Stars"

INTERNATIONAL SUPERSTAR SOCCER '98

Wait for the words "Press Start" to begin

CO, CO, CO, CO, CO, CO, CO, B, A, then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Team (Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, C®, Up, C®, Down, C®, Down, C®, Left, C®, Right, C® Left, C®, Right, C®, B, A, then hold the Z button and press START; you'll hear the an nouncer say, "World class!" to confirm the code. Now access the team-select screen you'll find a new group called "All Stars" with owerful all-star teams from Europe, Asia Africa, America and even a "World Stars

KILLER INSTINCT GOLD

When you turn the game on, wait for the demo to show one of the character biogra phies (where you see the vital statistics and haracter storyline.) When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all name modes except "Training" and "Fo

cused Training". Bonus Options + Special Colors As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now acc the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as If you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white

More Bonus Options As above wait for the demo to show one of the character biographies When this appears, press Z. B. A. L. A. Z. You'll hear a voice say "Perfect!" to confirm the code, Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have be-

and "stealth" shadow settings.

See the Credits As above, wait for the demo to show one of the character biographies When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence. Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by hold ing Up or Down when you press a button to select your character as follows: Stage—Hold Up and press B Jungle Stage—Hold Up and press C® Spaceship Stage—Hold Up and press C® Stonehenge Stage—Hold Up and press C®
Helipad Stage—Hold Up and press C®
Bridge Stage—Hold Up and press C®
Bridge Stage—Hold Down and press B Dungeon Stage—Hold Down and press C® Street Stage—Hold Down and press C® Dojo Stage—Hold Down and press A Spinal Ship Stage—Hold Down and press C® The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle

by choosing his or her character as fo

Sabrewulf Tune-Hold Up and press B

Maya Tune-Hold Up and press Co acius Tune—Hold Up and press C® Tusk Tune-Hold Un and press A ulgore Tune—Hold Up and press C® Orchid Tune—Hold Up and press C€ Jago Tune-Hold Down and press B rgos Tune—Hold Down and press C® T.J. Combo Tune-Hold Down and press C® Kim Tune—Hold Down and press A Spinal Tune-Hold Down and press C® Secret Stage

In two-player mode, have both characters choose their fighters by holding Down and pressing C®; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

KOBE BRYANT IN NBA COURTSIDE

Use the D pad to enter the following codes, not the analog joystick.

Rig Head Mode any time during the game, press Right Right, Left, R. Z. START, A. START, A. START, Z. on Controller 1. To return the players' heads to normal, just enter the code again

Disco Court At any time during the game, press A, C®, Down, Up, C®, R, R, B, C®, C®, Z on Conhe stadium will change into a disco complete with mirrored hall sparkles and colored light panels on the floor. To return the cs to normal, just enter the code again. quaph ecret Team;

Highlight "Pre-Season" at the main menu, hold the L button and press START or A. When the team-select menu appears, you'll find three new teams to choose from: the ndo Gamers, the Nintendo Plumbers and the Left Field Lefties

Tiny Playerss At the main menu, press C®, C®, B, R, R, C®, Up, Down, C®, A, Z. Now when you start a game, the players will be tiny.

Secret Teams At the main menu, press C®, C®, C®, C®, C®, START, START, A, B, A, R, Z, Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

ACE: THE DARK AGE

Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press Down Right, Up, Left on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos Play as Ned the Janitor

Enter the following code at the character select screen:

1) Highlight Koyasha and press START. 2) Highlight the Executioner and press START. ighlight Lord Deimos and press START. Highlight Xiao Long and press Quick (A or 8 in the default control configuration). Bunny Slippers

Enter the following code at the character-se lect screen

1) Highlight Ragnar and press START Highlight Dregan and press STARY.
 Highlight Koyasha and press STARY. Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces Enter the following code at the character-se lect screen:

1) Highlight Al-Rashid and press START 2) Highlight Takeshi and press START.

3) Highlight Mordos Kull and press START. 4) Highlight XIao Long and press START. 5) Highlight Namira and press START. Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN FOOTBALL 64

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are B'4" tall and are rated at 100 in all skill categories):

Create a player named "AT MADDEN" to access the All-Time Madden team.

Create a player named "SIXTIES" to access the '60's Conference B team Create a player named "SEVENTIES" to ac

cess the All '70s team. · Create a player named "EIGHTIES" to access the All '80s team. Create a player named "HOWLIE" to access

the '97 Conference A team · Create a player named "LEI" to access the

'97 Conference B team Create a player named "STATS MEN" to access the All-Time Stats Leaders team.

. Create a player named "ELEC ARTS" to ac cess the EA Sports team. Create a player named "TIBURON" to access the Tiburon team.

Follow the instructions under "Secret Teams" above and enter the following player na to unlock secret stadiums at the "Stadium Se-

• Create a player named "SAN MATEO" to access the EA Sports stadium.

Create a player named "MAITLAND" to access the Tibui on Sports Complex.

See the Ending
When the EA Sports logo appears, hold L + R + Z; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADDEN NFL 99

Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features: BESTNFC-Unlock NFC Pro Bowl team A F C B E S T-Unlock AFC Pro Bowl team -Unlock All-Madden team IM THEMAN-Unlock All-Time Stat Lead-

PEACELO VE-Unlock All '60s team BELLBOTTOMS-Unlock All '70s team SPRBWLSHUFL—Unlock All 'B0s team HEREANDNOW—Unlock All '90s team T U R K E Y L E G-Unlock All-Time Greats

THROWBACK—Unlock NFL 75th Anniver-

G E A R G U Y S-Unlock NFL Equipment Man-

WELCOMEBACK-Unlock 1999 Cleve-INTHEGAME—Unlock EA Sports team

H A M M E R H E A D—Unlock Tiburon team E A S T A D I U M—Unlock EA Sports Stadium OURHOUS E-Unlock Tibuson Stadium



once again, until Angel decided to open his bag of tricks and choose A-Mode Dhalsim! No one had played Angel in over two mont nor had anyone seen his Dhalsim action. Victor was confused, switching from A-Mode to V-Mode to X-Mode before finally succumbwho took home \$75 in cash, a Sony PlayStation game, and a one-year zine! For information on future tournaments, please contact Fun-O-Rama at (305) 558-8651.



The tournament win 3rd Place: RICHARD HUNSBERGER (Coconut Grove, FL) 2nd Place: VICTOR OLIVARES (Hialeah, FL) 1st Place: ANGEL MATEO (Hialeah, FL

Nintendo 64 tip



FEATURING KEN GRIFFEY JR

cret Teams

At the main menubaseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four C buttons simultaneously, as rapidly as you can You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode you'll find two new teams in the "All-Star" di ision: Nintendo and Angel Studios

See the Ending At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium cele brating a World Series victory, followed by the game's credits

Fineworks At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the sta-dium, hold R + Z to see a small fireworks display at home plate.

MARIO KART 64

Reverse Tracks If you come in first and earn the Gold trophy in all four curs in the Mario GP 150cc mode

you'll gain access to a new option that allows you to race all 16 courses in reverse. Course Ghosts · Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost"

Mario when you return to that course in Time Trial mode. You must complete the course a total time of less than 1'27"10 if you want to heat him. Press R at the title screen to show off your best time on the Mario Raceway course. Race on the Luigi Raceway course in Time

Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" L when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to

· Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MIKE PAZZA'S STRIKE ZONE

During the game, press START to pause, then enter any of the following codes at the "To-

day's Game" screen:
• Aluminum bats—L, R, L, R, B, L, B, A, Right

Red bats—L, R, L, R, R, Down, B, A, Right
Rainbow bats—L, R, L, R, Z, B, R, A · Devil's Thumb stadium-L, R, L, R, Right, A, C®. L A

· Activate all options on the Pitch menu-L, R, L R. C. A. Z. C. R. L.

When the Major League Baseball logo appears right after you turn the game on. quickly press R, A, Z, R, CO, A, B; you'll hear

signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.

Secret Dedication When the Major League Baseball logo ap-

GAMES

pears right after you turn the game on, quickly press C®, R, B, B, you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

MISSION: IMPOSSIBLE

Enter any of the following codes at the mission select screen; you'll hear Ethan speak

each time you enter a code properly: Turbo Mode—C⊕, Z, C⊕, Z, C⊕ Bin Feet Morie—C® R 7 C® C®

Kids Mode—C®, C®, R, L, Z Start with Uzi Sub Machine Gun-CB, CO. C®. C®. R

Start with Mini Rocket Launcher-R, L, C@, CO CO Start with 9mm High Power Gun-R, L, C®,

C®, C® Start with 7.65 Silenced Pistol—C®, L, C®, CR CA

MORTAL KOMBAT 4

Choose "Options" from the main menu, high-"Continues" option, hold Run + light the Block (C® + C® in the default control configuration) and continue to hold them down After about five seconds you will hear a sinister laugh: after about five more seconds, a se cret "Cheats" menu will appear. Turn "End ings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

 Noob Saibot—Highlight the "Hidden" op-tion at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously

. Goro-Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Choose "Options" from the main menu and select "Password," then enter any of the fol-

lowing cheat codes: "TDFCLT" for invincibility (you can still be killed by ceiling traps or long falls)
• Enter "G T T B H R" for infinite lives
• Enter "N X C V S Z" to start with 10 Urns of

Vitality in your inventory
• Enter "CRVDTS" to see the credits from

the end of the game When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward +

High Punch; Sub-Zero will punch his opponen t's head off. 3 Hits-High Punch, High Punch, Low Punch

5 Hits-High Punch, High Punch, Low Kick, High Kick, Back + High Kick 6 Hits-High Punch, High Punch, Low Punch,

Low Kick, High Kick, Back + High Kick Stage Passwords

Wind Stage—T H W M S B Earth Stage—C N S Z D G Prison Stage—R G T K C S Water Stage—Z V R K D M Fire Stage—J Y P P H D Bridge of Immortality-QFTLWN Ohan Chi's Fortress--Z C H R R Y

Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to fight Shippok

MORTAL KOMBAT TRILOGY

When the "story" screens appear during the game's demo mode, quickly press €, €, A, B, C♥, C♠, C♥. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert

Play as Shao Kahn Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear, you might change into Shao Kahn Note: This trick only works in certain stages, including the Rooftop and The Prt 3. Hidden Game #1

After playing 50 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2 After playing 100 consecutive games in two player mode, you'll get to play a hidden game that's similar to Galaxian. Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode. Stane Select

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to

Super Hard Mode At the character-select screen, highlight Kano,

hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro-followed by a whopping eight endurance matches. Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play" which indicates that you can continue as many times as you wish,

Secret "More Kombat" Menu When the "story" screens appear during the game's demo mode, quickly press Run, High

this one

Punch, Low Punch (that's C.B. B. A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question ark; this cheat menu allows you to activate the stage-select feature, disable throwing, acunlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C⊕, C⊕, C⊕, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uhl" Now press START to ac-cess the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (givng you infinite time to do a finishing move), set one-round matches and more.

MULTI RACING CHAMPIONSHIP

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Ma-chine", then—when the car select screen ap-pears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hantwa or Dues In this mode: even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected. NAGANO WINTER OLYMPICS '98

When you earn a gold medal in every eventding a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to

see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

Choose Single Race from the main menu, then enter any of the following codes at the Single

" To race as Bobby Allison, select the Char lotte track, highlight "Select Car" and quickly press C®, C®, C®, C®, L, R, L, R, Z, Z To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C®, C®, C®, C®, L, R, L, R, L, R

 To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press Z eight times, then R twice. . To race as Benny Parsons, select the Rich-mond track, highlight "Select Car" and

quickly press Co, Co, Co, Co, Z, Z, Z, L, Z, Z • To race as Richard Petty, select the Mar-tinsville track, highlight "Select Car" and quickly press C®, C®, C®, C®, C®, C®, C®.

EVEN MORE STREET FIGHTER happened vet. ALPHA 3 TOURNAMENT but it's going to be big. The Street Fighter Alpha 3 Midwest

ACTION!

Championships will be held Capcom's Super Just Games in Northbrook, Illinois on June 26 and 27, 1999. The tournament will be highlighted by Street Fighter Alpha 3 as the main event along with other games, with plenty of cash and prizes up for grabs! The games featured at this event include

- Street Fighter Alpha 3 (4 machines)
- Street Fighter III:2nd Impact (2 machines)
 Super Street Fighter II Turbo (2 machines)
- The Street Fighter Alpha 3 preliminary rounds will begin at

1:00 PM on Saturday, with the top 16 players qualifying for the finals. The finals will begin at 11:00 AM on Sunday. All other tournaments will be double-elimination, two-out-of-three rounds. The semifinals and finals will be three-out-of-five rounds. There is a \$7 entrance fee for each tourney except Street Fighter Alpha 3, which has a \$10 entrance fee, or \$5 to re-enter. Players can re-enter the Street Fighter Alpha 3 tournament as many times as they wish until they qualify for Sunday's finals. Once a player has qualified, he or she may not re-enter. ALL TOURNAMENT GAMES WILL UTILIZE HAPP 360 CONTROLS FOR OPTIMUM PERFORMANCE! The tournament schedule is as follows:

Street Fighter Alpha 3-Preliminary rounds, 1:00 PM Saturday Finals, 11:00 AM Sunday

Street Fighter III:2nd Impact—7:00 PM Saturday Super Street Fighter II Turbo-1:00 PM Sunday

Once you have unlocked a driver this way, that driver will also be available in Champ onship mode.

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off-Hold Right, press Pass, Pass Big Head-Hold Up, press Turbo + Pass simul-

taneously Rooftop Court-Hold Left, press Turbo, Turbo ABA Ball-Hold Right, press Shoot, Turbo,

Pass Display Shot Percentage-Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom

of the screen, Baby Sized Players-025 No Music-048 Tournament Mode-111 Fast Passing-120 Stealth Turbo-273 Max Speed-284 No Pushing-390 Unlimited Turbo-461 Hyper Speed-552 Max. Blocking—616 Quick Hands—709 Max. Power-802 Goaltending Allowed-937

NEL BUTZ

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN nimbers to play as a secret character:

TURMEL-0322 SAL-0201 IAPPLE—6660 IFNIER_3333 LUIS-3333 DANIEL-0604 JASON-3141 ROOT-5000 BRAIN-1111 GENTIL-1111 RAIDEN-3691 ROOT-6000 SHINOK-8337 SKULL-1111 THUG-1111 FORDEN-1111 CARLTN-1111 VAN-1234 BILLZ-0526 JIMK—S651

ZZ-1221 MARKA-1117 ED-3246 TODD-1122 MITCH_4393 JOHN-S1SB JOSH-42BB

RYAN-1029 BETH--7761 BRIAN-081B GRINCH-2220

PAULO-0517 T-7777 NICO-4440

GATSON-1111 ROG-8148 MONTY-1836

Street Fighter Alpha 2-4:00 PM Saturday games are set on free play for practice with pald entrance fee. All other games in the arcade

run on nickets. Street Fighter Alpha 3 Prizes

1st Place receives 60% of all entrance fees, a Sony PlayStation with Street Fighter Alpha 3 Street Fighter Collection and Street Fighter Collection 2, a Nintendo 64 with Magical Tetris Challenge, two deluxe Capcom arcade game marquees and a one-year subscription to Tips & Tricks Magazine

2nd Place receives 25% of all entrance fees, two Capcom PlayStation games, two deluxe Capcom arcade game marquees and a one-year subscription to TIPS & TRICKS Magazine.

GENE-0310 PAULA-0425 DBN-6969

code.

Secret Codes At the match-up screen just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following odes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joy-

stick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right.
A message will appear to confirm each code. Note: Some codes will not work in a t player game unless both players enter the

Powerup Blockers—3-1-2-Left Powerup Speed—4-0-4-Left Powerup Teammates—2-3-3-Up Powerup Defense—4-2-1-Up Powerup Offense--3-1-2-Up Infinite Turbo-5-1-4-Up Fast Turbo Running—0-3-2-Left Super Field Goals—1-2-3-Left Super Blitzing-0-4-5-Up Hyper Blitz-S-S-S-Up Fast Passes-2-5-0-Left No First Downs-2-1-0-Up No Interceptions--3-4-4-Up No Punting—1-5-1-Up Allow Stepping Out of Bounds—2-1-1-Left No Play Selection—1-1-5-Left Late Hits-0-1-0-Up Turn Off Stadium-S-0-0-Left Tournament Mode—1-1-1-Down Show Field Goal %—0-0-1-Down No Random Fumbles-4-2-3-Down No CPLI Assistance-0-1-2-Down Smart CPU Opponent-3-1-4-Down Invisible-4-3-3-Up Hide Receiver Name -1-0-2-Right Big Head-2-0-0-Right Huge Head-0-4-0-Up No Head—3-2-1-Left

Team Big Heads—2-0-3-Right Headless Team—1-2-3-Rig Team Tiny Players—3-1-0-Right Team Big Players—1-4-1-Right Show More Field—0-2-1-Right Night Game—2-2-2-Right Weather: Rain-S-S-S-Right Weather: Snow-S-2-S-Down Weather: Clear-2-1-2-Left Fog On-0-3-0-Down hick Fog-0-4-1-Down

NFL QUARTERBACK CLUB 9B

and enter any of the following passcodes: G L Y T H M D—Glant players
S M L M D G T—Tiny players
B B M N T B L—Players are tall and thin JPNSMWR—Players are short and fat TRNTDLFR—Passing accuracy is at zero for all quarterbacks BRDWYNMTH-Passing accuracy is at maximum for all quarterbacks CRLLWYS-Acceleration attribute is at maximum for all players W L T R P Y T N—Agility attribute is at maximum for all players STYCKYHNDS-Hands attribute is at maximum for all players M C H L J N S N—Speed attribute is at maximum for all players R N L D S W Z N G R—Strength attribute is at maximum for all players Y N 5 T Y N 5—Discipline and Awareness at-

tributes are at maximum for all players

Secret Codes Choose "Enter Cheat" from the main menu

3rd Place receives 15% of all entrance fees, a Capcom PlayStation game and one marquee 4th Place receives a Capcom PlayStation game

and one marquee.

All Other Tournament Prizes 1st Place—60% of all entrance fees, a PlayStation game, a deluxe marquee and a one-year subscription to Tips & Tricks Magazine. 2nd Place-25% of all entrance fees and a

3rd Place-15% of all entrance fees

There is a \$2 charge to enter Super Just Games which is not included in the tournament en fee. For more information, please call Super Just Games at (847) 559-8757.

BGBFYDF---All attributes are at maximum for all defensive players B G B F Y F F—All attributes are at maximum for all offensive players
LLDFSCK—All attributes are at zero for all

defensive players LLFFSCK—All attributes are at zero for all

S P R T M M D-Alf players' attributes are at PWHYRM N-All players' attributes are at

SPRBGRMS-Quarterbacks can throw th ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100 yards SPRTRBMD—Super turbo mode FRMBYFRM—Slow motion mode

DWNDRV—Eight downs instead of four N B C T C K L S—Computer-controlled players don't try to tackle SPRDPRTCKL—Super-duper tackles

T G H T G R P—No tumovers G T N H N D S—Nearly every hit causes a fum-SPRSLYD—Slippery field PRDV—Dive distance is greater LDSTRTRK-Passes appear instantly in re-

ceivers' hands LWYSTPSS-Passes are always tipped B G T W S T R S-Ball carrier spins and spins until he's tackled

M N F L D M D—All players do the "up and

over" dive repeatedly during gameplay PBYBYMD—All players crawl like babies YLCTRCFB—Players move around like the old "electric football" games S N W S L D S-Players slide around on their

5 T N T X T M-Access Acclaim, Iguana, NFC and AFC teams

NFL QUARTERBACK CLUB 99 Choose "Enter Cheat" from the main menu and enter any of the following passcodes: 5 C L L Y M L D R—Alien stadium PWRPYLNS-Giant end-zone pylons B G M N Y-Huge coin in the coin toss MRSHMLLW—8ig players B C H B L L-Giant football R B M N-Unlimited turbo STCKYBLL-No fumbles RRSTGMP--Slow-motion DBLDWNS-Eight downs instead of four XTRTM 5-Unlock secret teams XTRVLTG—Electric football mode BTTRFNGRS—Always fumble

H S N F R—He's on fire! P N B L L—Players bounce off each other F L B B R—Flubber ball PPCRNRTRNS-Land mine mode PWRKCKR-Powerful kickers

R G B Y-Rugby mode H S P T L-Lots of injuries TTHPCK—Toothpick players RCQTBLL—Racquetball mode S L P N S L D-Slippery mode

MHL 99

Choose "Options" from the main menu, then access the Password option and enter any of the following codes to after the graphics or gameplay: F A S T—Faster gameplay

BRAINY-Bighead mode BIGBIG-Giant players

NHL BREAKAWAY 9B At the main menu, quickly press €®, €®, €®, C®, R, R; you'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rides" option sets up the game's options the way the game's programmers prefer them. Secret Teams

At the Team Select screen in Exhibition mode, quickly press C®, L, C®; you should hear a slap-shot sound. Now you can find three se-cret teams between the "Controller Pak"

Extra Bonus Points in Season Mode

At the Season Menu—the one that shows C®, R; you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you need. See Injured Players for All Teams (Season

At the Season Menu, press L to call up the Season Menu. If the Trainers Room option ers Room and press C®, C®, C®, C®; you'll hear a signal to confirm. Now you can any team's injured players; just press Left or Right to switch teams.

NEL BREAKAWAY 99

Note: All of the codes listed above under NHL Breakaway 9B will work with NHL Breakaway 99 except for the "Secret Teams" code.

NIGHTMARE CREATURES
Cheat Password Choose "Enter Password" from the main menu and enter the code Left, Up, C®, C®, C®, C®, C®, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at

OFF-ROAD CHALLENGE

Secret Tracks Enter any of the following codes at the "Choose a Track" screen;

 Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A. · El Cajon-Hold the L and R buttons and

press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.

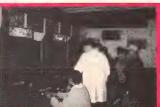
Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas,

hold the Z button and press A DLYMPIC HOCKEY NAGAND 98

fultiplayer Practice To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you

Select Opposing Team When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C® button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Note: This trick does not work in "Olympics" mode. Player Size Tricks

At the Options menu, hold the C®, C® or C® button and press R; you'll see a line of num-bers called "Specials" at the bottom of the



Nintendo 64 tips



screen. The first six digits control the way your character appears in the game as follows: Big Heads—Hold the C⊕ button and press R until the first two digits of the "Specials

tion are "10" Huge Heads—Hold the C® button and press R until the first two digits of the "Specials" option are "01"

Tiny Heads—Hold the C® button and press R until the first two digits of the "Specials" op-

Tiny Players—Hold the C® button and press R antil the third digit of the "Specials" option is -Hold the C[®] button and press

R until the fourth digit of the "Specials" op-Short, Fat Players—Hold the C® button and press R until the fifth digit of the "Specials"

option is "1". Tall, Thin Players—Hold the C® button and press R until the sixth digit of the "Specials"

option is "1". Some of these effects can be combined; for example, if you want glant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announce er's voice in a humorous way.

Forfeit Game During a game, press START to pause, then access the Options screen. Hold the L button and press C® nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you. Note: You may have to enter this code twice to get it to work. Frequent Fight Mode

The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player checked-but only if you're playing in "Ar-cade" mode with fighting turned "on". Also note that this code is automatically deacti vated at the end of each period.

PILOTWINGS 64

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot, if you hit him, the face will change to that of Marin's architival, Warin

QUAKE Debug Menu

Choose "Load" from the main menu; if you

have a controller pak with Quake saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage. become invincible ("God Mode") and more

RAMPAGE WORLD TOUR Stage Select

the main menu or character-s hold the L button and all four C buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak mes sage.) Press Left or Right to change cities and Up or Down to change countries; you can even access the secret levels.

ROBOTRON 64 Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup

**S0 Lives—Press Up, Up, Down, Down, Left, Right, Left, Right, C®, C®, C®, C®.

**Level Select—Press Down, Up, C®, Down, C®, C®, Down, C®; you'll automatically re-

turn to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
• "Game Boy Mode"—

Press Up, Down, Right, C®, Down, Up, Left, C®, Up, Down

• Demo Mode—Press Left, Right, Up, Down, CG, CG, CG, CG, Left, Right, Up, Down, CG, CG, CG, CG, Left, Right, Up, Down, CG, CG, CO CO

At any time during the game-not while paused—you can give yourself power up items and weapons on demand. Just enter one of the rodes shown below: do them quickly for best results. This can only be done

five times in each stage Shield—Down, Left, C®, C® Two-Way Weapon—Up, C®, Up, C® Three-Way Weapon—Right, Right, C®, C®

Four-Way Weapon—Down, Down, Up, C® Radiation Spray----Up, Down, C®, C® Speed Up-Left, Left, Right, Right, C® Flamethrower Weapon-Down, Right, Down, Right, C®

SAN FRANCISCO RUSH

Circuit Password + Secret Car Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode

8DPSKGSL4GS9P G92WVCQY0DRDQ

Now choose "Continue Circuit" at the next screen to race on "Track S Backward & Mir rored;" when the race starts, intentionally allow the timer to run out. You will be cred-Ited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer. Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

1) At the Select Car screen, hold C®, press 7. release both, tap Left on the D-pad, then press B three times to return to the main

2) Choose "Setup;" at the setup screen, hold C®, press Z, release both, tap Up on the D pad, then press B to return to the main menu.

3) Choose "One Race" again; at the Select Track screen, hold C®, press Z, release both, tap Right on the D-pad, then press A to adice to the Select Car screen.

4) At the Select Car screen, hold C®, press Z. release both, tap Down on the D-pad, then the L button, then the R button; you'll hear a signal to confirm the code. Now press B to return to the Select Track screen, a find that Track 7 is now available. where you'll

"Setup" Screen Cheats Each of the following codes works at the Setup menu (the one that says "Options/Con-

trols/Audio"): To disable the in-game timer, hold Z a enter the following code: Hold C®, press C®, release both, hold C®, press C®.

. To disable the automatic abort feature press the C® button four times; now your car won't be picked up and returned to the main

course if you get stuck against a wall To disable vehicle collisions (you can drive right through the other cars) press Left, then hold Right on the D-pad and press CD, then release both and press C. C. C. C. Z.

 To change the game's detailed polygon tex tures into flat shades of color, hold CO, press L, release both, press Z, hold C®, press L, release both, press Z.

. When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold C®, press C®, release both, hold C. press C.

To turn all of the traffic cones in the game into mines, press L R, L R, L, R. To turn the courses upside-down, press Up,

Right, Down, Left, Down, Right, Up, Left. • To change the game's gravity, hold Z, press Up, Down, then release Z and press Up, Down, Up, Down. Repeat the code up to three times for three different gravity set

"Select Car" Screen Cheats Each of the following codes works at the lect Car* menu:

* To change the height of your car, hold C®, release both, hold C®, press C®. Re peat up to four times for different heights. "To change the size of your vehicle's front tires, hold Co, press Co, release both, hold C®, press C[®]. Repeat the code for different tire sizes.

* To change the size of your vehicle's rear

tires, hold C®, press C®, release both, hold C®, press C®. Repeat the code for different tire sizes

To start your vehicle on fire, hold C® and press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.

To change your car into a mine, press C®, C®, Z, C®, C®, Z, C®, C®.

 To change the color of the fog in the game. hold Z and press C® three times; repeat the code to get different colors. Extra Camera Angles

While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle. Drive at Night

During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been re placed with a new option called "Foggy Night:

SNOWBOARD KIDS Unlock All Secret Options

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press Down, Up on the analog joy stick, then Down, Up on the D-pad, then C® C®, L, R, Z, then Left on the D-pad, C®, Up on the analog joystick, B. Right on the D-pad. C®, START; you should hear one of the characters vell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Singhin, three secret courses (Quicksand Val ley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SOUTH PARK eat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD", This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

STAR WARS: ROGUE SQUADRON

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features: A C E-Higher difficulty

CHICK EN—Access bonus level CREDITS—See the game's credits DIRECTOR-Enables "Showroom" menu

at the Options screen FARMBOY-Unlock Millennium Falcon at the "Select Your Craft" screen

HARDROCK-Alternate title screen (start a game and quit to see it) I G I V E U P--Infinite lives

M A E S T R O-Enables the "Concert Hall" option at the "Showroom" menu

R A D A R—Alternate radar T O U G H G U Y—Finish fevels with 0:00 completion time, all friendly saves and bonuses collected

TIEDUP-With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press Up to access the TIE Interceptor

STAR WARS: SHADOWS OF THE EMPIRE Cheat mode

Enter your name as "_Wampa__Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press START to pause; when the pause menu a pears, hold L + R + Z + C + C + C + C + CLeft on the D-pad. While continuing to hold ose buttons down, point the analog joystick slightly to the left-not all the way to the and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right-not all the way to the right-and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left: you should hear a sound to confirm at each step and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows:

· Get all stuff (weapons, items) Invincibility

~ SO lives Sleepy villains (press Up on the analog joy

stick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you, Press Down to

deactivate.) « Kill Dash Teleport (to another location in the current

stage) • (Skip to) Next level

· (Restart) This Level · (Return to) Previous Level Press Down to deactivate.)

" Wall Ghost (Press Up on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors.

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + C® + C® + C®; with all of those buttons held down, press Up and Down on the joystick to char your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "_Wampa___Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Op tions" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C® and press Up, then press C® repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick rhile you're in AT-ST mode (if you can see it!) Once the code is in place, press C® to toggle between the snowspeeder and the AT-ST.

. In the "Escape from Echo Base" stage, hold C® and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analo stick while playing as the Wampa. Use the D pad to contro! the Wampa; hold Down to attack. Once the code is in place, press C® to switch between Dash and the Wampa,

. Also in the "Escape from Echo Base" stage hold C® and press Right on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the Dpad to control the Snowtrooper; hold Down to fire. Once the code is in place, press C® to switch between Dash and the Snowtrooper. "Gall Spaceport" stage, hold C® press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.

 In the "Imperial Freighter Suprosa" stage. hold C® and press Right on the D-pad to control a Stormtrooper as described above

In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C® and press Right on the D-pad to control one of Prince Xizor's armored quards See the Ending

Enter your name as "_Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be

pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

"All too easy!" to confirm the code. Now

press any button to choose the highlighted

character; Exor will not appear until the fight

At the first War Gods title screen—not the

quickly press CO. CO. Right, A. B. CO. CO.

You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the

code correctly. Now access the Options menu and highlight the "Continues" option; you'll

At the first War Goo's title screen—not the

You'll see the screen flash and the announces

will say, "All too easy!" if you've entered the

code correctly. Now access the Options menu;

you'll find a new option called "Cheat Menu

one with the "Start/Options" menu on quickly press Right, Right, Right, B, B, A, A.

one with the "Start/Options" menu o

find a new setting called "Free Play."

begins.

Cheat Menu

Infinite Continues

WAVE RACE 64 Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possi stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt-like the stand and somersaultbefore you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in course, so you must do a different re stunt on each of them. If you do all of the above correctly, you should hear the dolphi chattering when you cross the finish line. With this trick accomplished, return to the

you want the alternate-color character, hold Up on the D-pad while holding Down on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dol-

main menu, choose Championship mode and select the "Warm Up" option, When the Wa-

tercraft Select menu appears, highlight the

character you want, hold the joystick Down

and press a button to confirm your choice. (I

phin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding delphins. WAYNE GRETZKY'S 3D HOCKEY

elect Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C® button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks At the Options menu, hold the CO, CO or CO button and press R; you'll see a line of num-bers called "Specials" at the bottom of the screen. The first six digits control the way you

character appears in the game as follows: Big Heads—Hold the C® button and press R intil the first two digits of the "Specials" option are "10". Huge Heads—Hold the C® button and press R

until the first two digits of the "Specials" option are "01".

Tiny Heads-Hold the C® button and press R the first two digits of the "Specials" option are "11"

Tiny Players-HoldC® and press R until the third digit of the "Specials" option is "1".

Giant Players—Hold the C® button and press

R until the fourth digit of the "Specials" op

Short, Fat Players-Hold the C® button and press R until the fifth digit of the

option is "1". Tall, Thin Players—Hold the C® button and press R until the sixth digit of the "Specials"

option is "t".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announc-

er's voice in a humorous way. Forfeit Game During a game, press START to pause, then access the Options screen. Hold the L button and press C® nine times; the seventh digit of

against you

the eighth digit of the "Specials" option will be changed to "1". Now return to the main nenu, choose "Records" and access the Team Stats" option. When the team stats appear, press the C® button ten times. A secr 'Modify Teams" menu will appear. Use the Dpad or joystick to choose two teams to modify, then press A. The roster of the first team appears on the left; press B to change the team on the right. Use Up or Down to high light the name of the player you want to replace, use Left or Right to nightight the name of the player you want to replace him with. ace, use Left or Right to highlight the name Press A to make the substitution. Press START to advance to the other team to modify: when you're finished (or if you just wanted to mess with one team) press START to return to the "Team Stats" screen.

Frequent Fight Mode At the Options screen, hold the L button and press C®, C®, C®, C®, C®, C®, C®, C®, C®, The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Ar-cade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams The "Specials" option will appear with the tenth digit changed to "1". Now you have ac-cess to four super teams at the "Select Your Team* menu: USA, Canada, Williams Enter-

WAYNE GREIZKY'S 3D HOCKEY 9B

All of the codes listed above for the original Wayne Gretzky's 3D Hockey will work in Wayne Gretzky's 3D Hockey '98 except for the Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets-instead of the "super teams from the original game.

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this the main menu screen will have a red background. Now access the Options menu; you'll find a new option called "Floor." Highlight this option and press A repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

New Puzzie Pieces After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green back-ground. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. to change the bubble into a rubber duckie; this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks.

Make Waves Once you have earned the green background as described above, hold C® at the main menu to create a waterspout-or C® to create a vortex—which you can move around the screen with the analog stick.

sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; ears, point the analog joystick is the Up/Right position to see a photo of the Wampa Noises

Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

SUPER MARIO 64 Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you de feat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad quards, you can use the analog joystick on Controller 2 to change the camera annie. This also works in the name scenes that appear while the credits are rolling.

TETRISPHERE

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will reneat it elf as fong as you hold the RESET button down

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C⊕ + C⊕ and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "nar Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue "Hide + Seek" or Puzzie" game modes, you'll find that you can now choose any stage to start on

Bonus Music Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C® + C® and press the L button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TOP GEAR RALLY

See the Credits

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race: Access all cars (except bonus cars)—A, Left,

Left, C®, A, Right, Z Access All Tracks (except Mirror Tracks)—A.

Left, Left, Right, Down, Z Access Mirror Tracks—Right, Up, Left, C®. Right, Down, Z

 Access Milk Truck—Down, A. Right, Z. Right, · Access Helmet Car-Up, Up, Z. B. A. Left,

· Access Ice Cube Car-C®, Up, B, Right, A,

C®, A, Right Access Beach Ball Car-B, B, A, Left, Left, C®, A, Right

Access Mirror Cars-Right, Up, Left, C®, C®, A, Right, Z. With this code in place, press C® at the Car Select screen to change any car into a mirror-textured vehic

 Non-Blur Mode—6, Left, Right, Up, Left, Z, Right. This code turns off the N64's "bilinear ering" effects, making the graphics appear to be more "pixelated."

28uffer Mode—C®, Z, B, Up, Up, Right. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off, See the Credits

Choose "Options" from the main menu, then highlight "the Load Configuration" option and press C. Right, Down, Z. You'll see the full credit sequence from the end of the game-not the abbreviated version that can be called up from the Options menu at any

TOROK: DINOSAUR HUNTER

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've en tered a code correctly, a confirmation mes sage will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu: they can also be accessed during the game (except "Gallery" and "Show Credits".)

-Invincibility L K M B R D-Fly mode (use L and R to fly through the air: you can also walk through

THSSLKSCL—Spirit Mode CMGTSMMGGTS-All Weapons * B L L T S R R F R N D-Unlimited Ammo HSTHTTRLSCK—Infinite Lives G R G C H N—Big Head Mode **
D N C H N—Tiny Enemy Mode DLKTDR—Pen and Ink Mode LLTHCLRSFTHRNB—Purdy Colors S N F F R R-Disco Mode (enemies don't at-

tack) CLLTHTN MTN-Quack Mode T H B S T—Gallery (view the characters)
F D T H M G S—Show Credits ***

NSTHMNDNT-Show Enemies (on the map) (* This cheat is also activated by the "RB-NSMTH" and "GRGCHN" codes.)

(** This cheat is also activated by the "RB-NSMTH* code.) (*** This cheat is also activated by the "RB NSMTH", "GRGCHN" and "DNCHN" codes.) The Big Cheat

At the "Enter Cheat" menu, input the code
"N T H G T H D G D C R T D T R K". This activates nearly ail of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

TUROK 2: SEEDS OF EVR. Oreat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for diffe effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off. U B E R N O O D L E—Big Head mode HOLASTICKBOY-Stick mode

STOMPEM-Big Hands and Feet mode PIPSQUEAK-Tiny mode IGOTABFA-Pen and ink mode I G H T S O U T—Blackout mode FROOTSTRIPE—Fruity Stripe mode WHATSATEXTUREMAP—No textures HEEERESJUAN-"Juan's Cheat" A A H G O O—"Zach's Cheat"

VIRTUAL CHESS 64

At any time during the game, press CO, CO, C®, C®, then Up, Down, Left and Right on the D-pad. With this code in place, symbols will appear on the screen whenever the com-puter is "thinking" about its next move. Unfortunately, these symbols won't mean any thing to you unless you're the guy who programmed the game

WAR GODS

Play as Grox At the character-select screen, quickly press Down, Right, Left, Left, Up, Down, Right, Up Left, Left. You'll hear the announcer say, "Al too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins

Play as Exor At the character-select screen, quickly press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. You'll hear the announcer say,

TIPS & TRICKS

March 1999



ADIDAS POWER SOCCER

At the player-select screen—the one that shows the formations at the top, just before the match starts—press L2 + R2 + \subseteq + \times simultaneously: do this several times until the name of your team changes to "Dream Team!" Now you have a fast super-powered

ADIDAS POWER SOCCER 98

At the title screen—the one that says "Press Start button to Quick Start a match," etc., press L1 + L2 + R1 + R2. The "Cheat Screen" will appear. Now you can enter any of the fol-lowing codes for different effects:

 Unlock hidden teams—X, ∆, X, □, O, □, X, ∆ Unlock "The Difference" stadium—□, O, □,

• Unlock "The Difference" stadium—L, O, L, Δ, Δ, Δ, X, S • Big heads—L, O, O, X, Δ, X, □, O • See the α edits—O, □, Δ, O, X, Δ, Δ, □ • Always win—X, Δ, Δ, O, X, Δ, O, with this code in place, press START during a match

to pause; you'll find a new option called "Win Match" at the oause menu)

AIR COMBAT

Secret Loading Screen Hold the R1 and O buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

Hidden Game When the secret CD loading menu appears as described above, quickly press Up, Left, described above, quickly press Up, Left, Down, Right. A tiny picture of a Fygar—the dragon character from Namco's classic Dig Dug arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons-the "load ing" menu will be replaced by a strange hid-den game in which you must steer the Air Combat bird symbol around the screen and destroy as many of the passing ships and mis-siles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and O) buttons to spin the symbol clockwise and counter-clock wise; if you don't press any buttons, you'll crash into the walls and die. Tap R1 to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what. 999, 999, 000 Credits

O+\(\Delta \) simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from Dig Dug appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have earned 999,999,000 credits. Different-Colored Ships (1P Mode)

At the CD foading menu, press Up, Down, Left, Right, Up, Down, Left, Right, Rt-continue to hold the R1 button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press Left, Right, Left, Right, Down, Up, Down, Up, O, O, △, △, △—continue to hold the △ button

until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, doubling the number of vehicles to choose from.

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes: vincibility—Hold L1, press Down, Up, Left, Left, △, Up, Right, Down All Weapons—Hold L1, press [], O, Up, Down,

See Programmers' Debug Info-Hold L1, press

Stage Select—Hold L1, press △, Up, ×, Down is code adds a stage-select option to the 'Paused" menu as well as the main menu)

ASTEROIDS Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are

Unlock Secret Excalibur Ship-Hold SELECT and press \triangle , \bigcirc , \bigcirc , \bigcirc , \triangle , \square , \bigcirc , \square Stage Select/Invincibility—Hold SELECT and

press \Box , Δ , \bigcirc , Δ , \bigcirc , \triangle , \Box , \bigcirc (With this code in place, start the game, then hold SELECT and press START to access a secret menu that allows you to select any stage or turn the "Collioff to become invincible. Once you've picked a starting stage, press L1 to warp there.)

Unlock "Classic Asteroids" Game-Hold SE-LECT and press O. O. O. A. C. O. "Classic Asteroids" Codes

While playing "Classic Asteroids," press START to pause the game and enter any of the folwing cheat codes whenever necessary One extra life--- Up, Down, Left, Right, O. .

99 Lives—Up, X, Down, △, Left, □, Right, ○ Invincibility—Down, Down, Up, Up, O, 🗆, 🛆, 🛆

Special Passwords
Choose "Load/Save" from the Options menu then select "Enter Passcode" and input one of the following passwords:

• Shrink the Rotofoil

XOXXOX XXAAXX

Upside-down playfield

 $\square \times \times \times \times \square$ ××ΔΔ×× XXXXXX

XOXXOX Must score in your own goal to win

xxxx 🗆 x OXXOX

 $X \land X X X X \Gamma$ $\times \times \times \times \sqcap \times$

" Play as the Master Blazer, Xarta

XOOOXII ΟΧΔΧΟΙ ΟΔΧΔΟΕ

OXAXO X000X Play "Classic Rallblazer

ппппхх

XXUUXX

BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos Lunge Grab—→ → + Punch

Hop Kick—→ → + Kick Uppercut— ↓ ¾ → + Punch Sliding Kick—↓ ¾ → + Kick Roundhouse Kick-++ + Kick

Block-Hold Punch + Kick (Move D-pad to Taser Combo-With taser, Hop Kick, Hop Kick,

Hop Kick (repeat) Long Combo-Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch,

(repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

until trenzy)

Robin's Special Moves & Combos

Palm Strike—→ → + Punch

Flick-Flack—→ → + Kick

Flash Kick—↓ ¾ → + Kick Reverse Flash Kick-+ + Kick

Jump Kick—Jump, Kick (no kidding) Twist Kick—Jump, ↓ + Kick Block-Hold Punch + Kick (move D-pad to

evade) Taser Combo-With taser, Flick-Flack, Flick-Flack, Flick-Flack (repeat)

Long Combo-Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy) Tine & Secrete

If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.

 If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing

super batarangs at the helicopter When the Monarch Bat makes its sweeping attack, press Punch + Kick to block; you won' take any damage. However, blocking will not protect you from the bat's fire attack.

 At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly

BEAST WARS TRANSFORMERS Weapon Power-Un

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, START. Now your character's weapon will be more powerful than the standard weapon.

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the fol lowing code quickly: Up, Down, Left, Right, △, ×, ×, △, Right, Left, Down, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to

the next one RIO FREAKS First-Person View

During a match, hold L2 + R2 and point the D. pad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold L2 + R2 and press Down

BLDOD OMEN: LEGACY OF KAIN

Refill Energy
At any time during the game-not while

paused-enter any of the following codes as needed: Refill Energy—Press Up, Right, □, O, Up,

Down, Right, Left.

 View All FMV Scenes—Press Left, Right, □, O, Up, Down, Right, Left. (Access the "Dark Diary" from the Options menu and you'll be able to watch all of the video scenes from the game.)

ROGEY DEAD 6

Secret Camera Angle

Choose your fighter at the plane select screen; then, when the "Now Loading..." message appears, press and hold L1 + L2 + R1 + R2. When the game starts, press SELECT to cycle through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

Access All Fighters

At the Fighter Select screen, press Left, Left, Right, Down, Up, Down, Right, SELECT. You'll hear a shout and all of the fighters will become available for you to choose Access All Missions

At the Mission Select map in Mission mode. just press Up, Down, Down, Right, Left, Down, Up, △. You'll hear a shout and all of the missions will become available for you to

BOMBERMAN WORLD

Secret Passwords
Choose "Game Mode" at the main menu, then select "Normal Game" and access the 'Password" option. Now you can enter any of the following codes to unlock special

3 6 3 6-Unlocks two extra stages in Battle

Game mode 1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3-With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE Secret Vehicles

At the main title screen menu, hold R1 + L2 on Controller 2 and rapidly tan the SELECT button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen; an F-16 and a stealth fighter

C: THE CONTRA ADVENTURE Cheat Codes

Each of the following codes can be entered at the Main Manu Stage select—Left, Up, Right, 🗆 🗀, 🛆, 🛆,

. Infinite lives-Up, Right, □. △. Right, Left.

 Infinite Super Bombs—□, □, Right, Down, Down, Left, □, △

" Super Machine Gun—Right, Right, □, △, Right, Left, Down, Down

Movie Player—△, △, Down, □, Up, Up, Left, △

Cheat Codes

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:

 Unlock all characters except Syn and Kron
L1, 82, R1, □, Down, O, Down, L2, □, □, □, □ Unlock Syn-R1, Right, R2, ..., Rt, Down, R1, R2, R2, O

Unlock Kron-L2, L2, Up, Up, Up, Left, Down, Up. O. L1

New costume for Orion-R2, Down, Down, O. ... R2

NIGHT WARRIORS: DARKSTALKERS' REVENGE ORIGINAL SOUNDTRACK



The Night Warriors soundtrack was written by Koh Ohtani, the same composer who was involved in the Gundam Wing anime. With blistering guitar and gothic melodies, the music recreates the hard-driving tension of the Darkstalk ers world. Apparently, Ohtani went through several board engineers before he came up with the perfect team for the soundtrack. Most of the music is centered around shredding lead guitar and MIDI keyboard accompaniment, but there are also several songs that are complimented by the smooth sounds of a sax. With arcade versions of every theme song for all the Darkstalkers characters, this is must for all Night Warnors fanatics. The soundtrack is available through Viz Communications

- New costume for Nephra—□. L1. ○. Up. △.
- New costume for Juni—Down, □, Down, L2, Down, Down, Down New costume for Syn—O, O, O, L1, R1, O,

Left Infinite Magic—Right, Right, Right, Left, △

Left, Left, [Allow dismemberment in any round—Up,

Up, Right, Right, Left, O, O, Down
• See characters' ending sequences instead of opening sequences—A, Right, A, Right, A, \triangle , R2, Rt, L1, L2, \triangle , \triangle

CART WORLD SERIES

Cheat Codes
At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:

BANZAI-No collisions with other cars EPILEPTI or SPACERID-Race on Tron-style tracks

FAT TIRE—Fat rear tires

PUSHBUTT-With this name in place, start the game in analog control mode; when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of you car; push in the right analog controller to acti

CODENAME: TENKA Access All Weapons

Pless START at any time during the game to

pause, then enter the following code at the pause menu: Hold L1, then press △, R1, △, □, R1, O, D. Release L1 and a new option called "All Weapons" will appear on the pause menu; choose it and you will be equipped with maximum firenower. Stage Select

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L2, then piess O, O, \square , \triangle , R1, \square , \triangle , O. Release L2 and a new option called "Level Warp" will appear on the pause menu; choose it and you will be able to warp

Serret Teams

At the College Slam title screen-while the words "Press Start" are flashing—press Left, Up, O, Up, Down, Up, Right, Δ, You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wis consin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team in-

COLONY WARS: VENGEANCE Cheat Passwords

Access the "Password" option and enter any of the following passcodes exactly as they appear here:

Enter "Demon" to access a stage-select op-

- Enter "Vampire" for infinite energy . Enter "Avalanche" for infinite Afterburner . Enter "Chimera" for infinite Secondary
- weapons Enter "Hydra" for 99 upgrade credits
 Enter "Dark*Angel" for super-cooled
- . Enter "Tornado" to access all weapons
- Enter "Thunderchild" to access all fighters

. Enter "Blizzard" to activate all of the above

· Enter "Stormlord" to turn all active cheats

COMMAND & CONQUER

Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.

ower-Up Codes At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you will have access to the feature you requested

ion Cannon-Right, Down, Left, Left, Down, Right, Right, Down, Left, X, [

Air Strike-Right, Down, Left, Left, Down. Right, Right, Down, Left, X, ,, O Extra \$5,000-Right, Down, Down, Left, L1, Left, Right, Down, Left Reveal Entire Map—O, O, O, Up, O, □, R1, O,

COMMAND & CONDUER: RED ALERT

Cheat Codes Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each o For example, to enter the "Parabombs" code press \triangle to access the sidebar, then highlight the □ symbol, press the ○ button, highlight the × symbol, press the ○ button, highlight

- the O symbol, etc. \bullet 1,000 Credits— \square , \square , \bigcirc , \times , \triangle , O Atom Bomb—O, X, O, ∆, □, ∆
 Chronoshift—∆, O, O, □, □, X
- Parabomb—□, X, O, O, X, ∆ • Reveal Entire Map—□, △, O, X, △, □ • Win Current Level—X, □, □, O, △, O

COMMAND & CONQUER: RED ALERT RETALIATION

Cheat Codes Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order

shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code press \triangle to access the sidebar, then highlight the Symbol, press the O button, highlight the X symbol, press the O button, highlight

- 1,000 Credits—X, X, □, O, O, O Atom Bomb—O, X, O, O, X, □ Chronoshift—□, O, ∆, X, O, O
- Parabomb—X, X, X, O, △, □
- Reveal Entire Map—△, △, X, O, △, □ Win Current Level—O, O, △, X, X, □ Lose Current Level—O, X, O, □, □, X
- * Lose Current Level—O, X, O, L, L, L, X

 "Soylent Green mode" (harvest people instead of ore)—□, X, □, X, □, X

 Replace generic "civilians" with real names—□, □, O, O, △, △

CONTRA: LEGACY OF WAR

Each of the following codes works at the main menu with the title screen in the back

Infinite Continues-L2, R2, L1, R1, Left, Right, Right, Left (Your continues will still count down, but when you get past zero they'll go

Access All Weapons—L2, R2, L1, R1, Up. Down, Down, Up (During the game, hold the Lie Down button and pr#13 the Weapon Select button to change weapons)

Stage Select-L2, R1, L1, R2, Left, Right, O, C.

Sound Test—R2, R1, L1, L2, Up, Right, Down, Left (Press Up or Down to change the sound number and press START to hear it) Movie Test-L2, L1, R1, R2, Up, Left, Down, Right (Press Up or Down to change the movie and press START to watch it)

Hidden "Gyruss" Game-L2, L1, Left, Right, Rt R7

Hidden "Pac-Tank" Game—R2, R1, Right, Left, L1. L2

COOL BOARDERS 3

Cheat Passwords Choose "One Player" at the main menu and enter the "Tournament" option. Choose 'New Tournament", then—at the "Enter Name for Tournament" screen-enter any of the following secret codes and press X. Once you've done this, you can press ∆ repeatedly to return to the main menu to get the benefits of these cheat codes in any game mode: OPEN EM-Unlock all characters

WONITALL-Unlock all courses BIGHEAD S-All characters have big heads (press START to activate the big heads once a race is in progress)

COLIDIED CRISIS

Secret Characters Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAV-AGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

CRASH BANDICOOT

Password
Enter the following special password to gain access to any stage with all gems and keys collected ΔΔΔΔ×ΠΔΔ

ΔΔΠΧΔΟΔΔ ΔΟΠΔΧΧΧΧ

CRASH BANDICOOT 2 CORTEX STRIKES BACK 10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? if you body slam the critter five times in a row, you'll get ten extra lives. Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap," If you get through, you'll be warped to the second se

CRASH BANDICOOT: WARPED

Secret Stages In Level 14: Road Crash, watch for a road sign

on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

TIPS & TRICKS

In Level 11: Dino Might, take the vellow gem platform to the alternate path; you'll ever ally enter an area that looks similar to the di nosaur chase scene—where you're running to-ward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CRITICAL DEPTH Cheat Codes

These codes should be entered quickly during gameplay Invincibility-L1, R1, L1, Rt, Up, Down, Left,

Right Mines--Hold R2 and press Right, Left, Down Quad Damage—R1, R2, Rt, R2, Up, Down,

Drop Pods-L1, R1, L1, R1, Up, Down, Left, Surface Mine-Hold R2 and press Right.

Left, Down Stun Blast-Hold R2 and press Right, Left,

Infinite Weapons-L1, R1, L1, Rt, Up, Down, Left, Down

CROC: LEGEND OF THE GOBBOS Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: LLLLDRRLLDRDLUR

Play as Soul Stealer In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT but-ton five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle. Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious fe-male character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors Talbain

At the character-select screen, highlight Tal-bain, hold the SELECT button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon At the character-select screen, highlight Bisha-mon, hold the SELECT button and press any

DESCENT

Cheat Codes

Each of the following codes can be enteres at any time during gameplay-not while the game is paused. Some of the codes can be deactivated by entering the same code again Turbo Mode—Press □, △, O, □, O, X, □, X, O, Shield Recharge-Press A, A, X, II, A, O, A,

XUXAX



RESIDENT EVIL 2 ORIGINAL SOUNDTRACK

Capcom hired a new sound team for Resident Evil 2 to bring a more cinematic feel to the game. You can really tell the differ ence when you compare the original Resident Evil soundtrack with the new one. This CD has a lot more composition and structure as opposed to the meandering ambient feel of the first game. You'll recognize a lot of your favorite moments, like the opening theme on track 9; you can almost hear Wesker's voice as he explains the past events in a suburban mansion. Tracks 10 to 17 all center around R.P.D. and they bring up some of the creepiest memories! The sound team used real sounds from modern horror movies rather than standard video game samples to accomplish a frue cinematic feel. This CD definitely stands out on its own as a pure listening experience. Highly recommended! From Viz Communications



Bright Display-Press □, △, O, □, □, X, O, △, □. O. X. △

Invincibility—Press 🗆, 🛆, O, 🗔 🗔 🛆, O, O, 🗔 $\Delta \Box X$

Access Ali Keys—Press □, X, □, △, X, △, △, X, Access All Weapons—Press △, □, O, X, △, □,

X, ∆, □, X, O, □ Stage Select/Extra Difficulty Levels

Enter the following code during gameplay (not while paused): △, □, □, △, O, ○, □, □ △, O, □, □. The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is In place. Now pause the game and choose "Ouit Game" then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels

DESCENT MAXIMUM

Cheat Codes Enter the following codes during gameplay

(not while paused): All Weapons, Energy and Shields--□, △, O, □,
△, □, X, □, O, △, □, X

All Keys— \Box , \triangle , \times , \triangle , O, \triangle , \times , \triangle , \times , \triangle , \Box , >

X.O Turbo—∆, □, 0, ×, □, ×, 0, □, ∆, 0, ×, × Extra Life— \triangle , X, \square , O, \triangle , X, \square , X, O, X, \triangle , O Robots Move Fast, but Fire Slow— \triangle , X, \square , \square

O.X

All Keys and Open All Levels—△, □, O, X, △, □, Δ, **x**, Δ, □, **x**, O All Accessories—□, Δ, O, **x**, **x**, Δ, □, **x**, O, □

DIE HARD TRILOGY Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game: Invincibility--Press START to pause, then hold the R2 button and press Left, Right, Up,

Stick-Man Mode-Press START to pause, then hold the R2 button and press △ ten times,

then Right four times Silly Mode-Press START to pause, then hold the R2 button and press Down, O, O, Down, A. Down

Die Harder Cheats Each of the following codes works in the "Die Harder" portion of the game: Invincibility—Press START to pause, then hold

the R2 button and press Down, A, Right, Your health will go down, but you won't die when it's gone.
Fergus Mode—Press START to pause, then

hold the R2 button and press O, Down, Down, Down, Down, Down, Now all of the characters in the game will have the face of Fergus McGov em, the head of Probe Entertainment, which is the company that developed the game. Die Hard With a Vengeance Cheats

Each of the following codes works in the "Die Hard With a Vengeance" part of the game Big Cars-Press START to pause, then hold the R2 button and press Left, A, Right, Down. Chase View-Press START to pause, then hold the R2 button and press Down, O. Down, O. This adds a new camera angle to the available

options. MOOD Cheat Codes

Each of the following cheats must be entered hile the game is paused:

Map All Lines On: △, △, L2, R2, L2, R2, R1, □ Map All Things On: △, △, L2, R2, L2, R2, R1, □ Lots of Goodiesl: X, A, L1, Up, Down, R2, Left, Left

All Powerful Mode On (Invincibility): Down, L2, □, R1, Right, L1, Left, ○ X-Ray Vision: L1, R2, L2, R1, Right, △, X, Right Level Warp: Right, Left, R2, R1, △, L1, ○, X

DUKE NUKEM: TIME TO KILL

Cheat Codes
Press START during the game to pause, then enter any of the following codes at the pause Invincibility -L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT Enable Level Select at main menu-Down,

Down, Down, Down, Down, Down, Down, Down, Down, Up All Weapons-L1, L2, Up, L1, L2, Down, R1,

Unlimited Ammo—Left, Right, Left, Right, SE-LECT, Left, Right, Left, Right, SELECT All Inventory—R1, R1, R1, R1, R1, L2, L2, L2,

All Keys-Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

DYNASTY WARRIORS

Secret Character: Sun Shang Xiang At the main menu—the one that says "1P Battle, Versus," etc.-press Left, Left, Up, Down, △, □, L1, R1; you'll hear a sound to confirm the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any L or R button when the character select screen appears and Sun Shang Xiang will appear on the row of faces

FFI ONY 11-79 Acress All Cars & Tracks

At the main menu-the one that says "Start/Time Trial/Setting" etc., enter the fol-lowing code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then R1 + A; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

Cheat Menu

At the main menu-the one that says "Nev Game, Load Game, Options," etc.—press L1, L2, R2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allow ing you to start at any stage, access all weapons, view all of the movie sequences and

Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and con-tinue to hold Left + L1 + R2 + ... After a few seconds, the words "Cheat Mode" will appea on the screen. Now access the Options menuyou'li find stage-select and invulnerability op-tions at the top of the screen.

FINAL DOOM

All of the cheat codes listed above for Doom will work with Final Doom.

ecret Cheat Menu

At the main menu, highlight "Ontlons" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

During gameplay, press START to pause, then press Right, \square , \triangle , \square , \triangle , R1, L1, R1, L1, O. When you return to the "Select Level" screen, all of the stages will be unlocked. Infinite Lives

During gameplay, press START to pause, then press Right, □, △, □, △, X.

Unlock All Movies

Highlight "Movie" at the option screen, press Left, Right, Left, Right, then hold L1 + L2 + R1 + R2 and press START. All of the movies will be unlocked.

G.POLICE

Infinite Shields
At the "Mission Brief" screen, hold L1 + R2 + and press Left on the D-pad. Unlimited Ammo

At the weapon select screen, hold R1 + L2 + O and press Left on the D-pad

GEX: ENTER THE GECKO

During the game, press START to pause, then hold the L2 button and press Left, Right, A. Down, Right, Left.

Infinite Lives During the game, press START to pause, then hold the L2 button and press Up, Up, Down, Right, △, Down.

Random Speech During the game, press START to pause, then hold the L2 button and press △, Left, O, Up, Down. When you unpause, you can press SE-LECT at any time to make Gex say a random one-liner

Stage Timer During the game, press START to pause, then hold the L2 button and press Right, △, Right, Left, △, X. With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to be each stage. When you're on the Media Dimension map, press SELECT to call up your current game's stats, then hold the \(\Pri\) button

to see your best times for each level. Stage Select During the game, press START to pause, then

hold the L2 button and press Right, Right, Left, Right, A. Down, Right. When you unpause, press SELECT to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press Left or X to cycle between three different menus. Debug Menu

you're on the Media Dimension map. press START to pause, then hold the L2 button and press Right, Right, Left, Right, 🛆 Down, Right, Right, A. Right, Left, A. X. Right, △, Right, Left, △, ×. When you unpause, press SELECT to call up a debug menu. Press Left or Right to turn the different op-tions on or off; use the "Collectables" submenu to acquire all of the remotes in the game. You can also access the stage select op-tions from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension man

GHDST IN THE SHELL Stage Select

At the main menu, press R2, R1, C, C, Up, Down, . R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO Cheat Codes

Press at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:
• Enter the name "W E Y H E Y" to start with

9,999,990 points. Enter "E A T T H I S" to max out your

"Wanted" level Enter "THESHIT" to unlock all missions

and start with 99 lives, all weapons, infinite ammo and all items

Extra Difficulty Level

At the PlayStation logo screen, hold □ + R2 L1 + Down while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the com-puter-controlled fighters will be much more effective in one-player mode. Secret Characters: Testament and Justice

To access the Guilty Gear bosses, you must beat the game with any character. You may continue as many times as you like. Unforts nately. Testament and Justice are selectable only in the Versus and Training modes Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

Invinabilty

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

Cheat Morle

Hold L1 + L2 + R1 + R2 on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; In the treehouse, you'll find that you can now access any stage from the "Load Game" tion or any movie scene from the "Show Cine

HERCULES ACTION GAME

The Hero's Gauntlet-Hydra, Medusa, Shield, The Centaur's Forest-Centaur, Hercules head.

The Big Olive-Centaur, Shield, Hydra, Hercules head

The Hydra Canyon-Shield, Helmet, Shield, Medusa's Lair-Archer, Pegasus, Archer, Cen-

Cyclops Attack—Helmet, Pegasus, Hercules head Arrher

Titan Flight-Soldier, Shield, Shield, Lightning Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus

Vortex of Souls-Soldier, Lightning, Soldier, Watch All Full-Motion Video Scenes

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will con-gratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

HOT SHOTS GOLF All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up. Left, Right, Right, Left, Up. Up, Down, Up. Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you rust finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers. Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal rourse

Mirror Characters At the Character Select menu highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

IN THE HUNT

Stage Select

At the title screen menu highlight "Start" hold the D-pad in the Up/Left position, hold SELECT and press the O button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout

Infinite Continues

When you've used up your last continue and When you've used up your loss commine and the "Continue" countdown comes up with the words "Game Over" flashing in your coner of the screen, just hold the \(\Delta \) and SELECT buttons sind press START. You'll get five additional continues. Repeat this code whenever you run out of credits

INTELLIGENT OURE Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold L1 + R1 and press X. Instead of watching a nonin teractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages

Cheat Code Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press START. At the title screen, press O, O, O, C, A, A, C, A. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects

2 Player vs. CPU--- O, C, R2, O, A, L2, Right, Цn

Double Stunt Points-Right, Up. O. L2, A. O. R1. R2

Unlimited Turbos-A. O. Right, R2, Up. C. Up. Rocket Racer—△, Up, Up, L2, L2, Up, Up, Up

Multiple Camera Angles—△, Down, □, △, L1, 11 R1 R1 No Resistance—

, L1, A, Right, L1, Down, R2,

Super Ability-Down, O, Left, L1, Left, Right,

Air Brakes—R1, R2, Right, L2, Up, O, Up, O
Ice Racing—Up, R2, R1, Right, L1, □, Right, Right

Access All Tracks

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter op tion to "Male". Now press START; when the yellow highlight appears on the menu at the bottom of the title screen, press Up, Right, Down, Left, Up, Right, Down, Left. Next choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press START again; when the main menu reappears, press Up, Left, Down, Right, Up, Left, Down, Right, You'll hear a sig nal to confirm the code, You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

Access All Tracks

Note: The following cheats require you to ad just settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the START button or by highlighting "EXIT" and pressing the X but ton; if you exit the options screen by pressing the \triangle button, your changes will not be retained and the codes won't work.

To access all of the tracks—including the al-ternate tracks—follow these steps:

1) At the Options menu, set the Difficulty to 'Master" and the Lans Per Race to "5"

2) Choose "1 Player" at the main menu; h light Li'l Dave, press X, then press △ until you get back to the main menu.

3) At the main menu, quickly press Up, Down, Left, Right, R2, R1, L2, L1; you won't get any rmation of this code.

4) Return to the Ontions menu and set the Laps Per Race to "3". 5) Choose "1 Player" at the main menu; high

light Wild Ride, press X, then press △ until u get back to the main menu. you get back to the main nierro.

6) At the main menu, quickly press Up, Left, Down, Right, [], R2, O, L2; you will hear a sig-

nal to confirm this code. 7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".

B) Choose "1 Player" at the main menu; highlight Bomber, press X, then press △ until you get back to the main menu.

9) At the main menu, quickly press Up, Down, Left, Right, Up, Down, Left, Right; you won't

get any confirmation of this code 10) At the Options menu, set the Difficulty to

"Professional" and the Turbo to "On" 11) At the main menu, quickly press R2, R1, L1, L2, R2, R1, L1, L2; you will hear a sign confirm this code. Now you can access all of

Secret Character/Extra Difficulty Setting At the Options menu, set the Difficulty to

"Master" and the Laps Per Race to "6". Then, at the main menu, quickly press Left, \Box , Down, \triangle , Right, O, L1, R1; you will hear a signal to confirm this code. Now Enigma is avail able at the character-select screen; there's also a new difficulty setting at the options menu called "Insane

JUDGE DREDD Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears. enter one of the following codes as your name to get the corresponding cheat in your

next game: 1 P E M O N ?—Deformed characters ? LOVESEXY?—See the ending IBEDSTRAWI—10 credits IEIKKIN-Invincibility

Secret Characte

Choose "Team Battle" from the main menu, then-when the character-select scree pears-press Up, Up, Down, Down, Left, Right, Left, Right, START. You'll hear the crowd cheer and Mastar Ishii will appear as a selectable character on the right side of the

Infinite Stamina At the title screen, wait for the words "Push Start" to begin flashing, then quickly press press Up, Right, Down, Left, Up, Right, Down, Left, SELECT. You should hear a small explosion to confirm the code; if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that ur stamina will never go down—but neither will your opponents'.

Strength Adjust During a match, press START to pause, then press L2, R1, L1, R1, L2, R1 white paused. A number "S" will appear above each fighter's name. This number represents your fighter's attack power; press Up or Down to change it to any number from 1 (weak) to 9 (very powerful.) Use Controller 2 to change your opponent's attack power.

Alternate Costumes At the title screen, hold L1 + R1 and listen carefully until you hear three chimes followed by a higher-pitched chime. Now three of the game's fighters have different costumes: Musashi and Andy Hug have martial arts Gi

outfits and Sam Greco has long pants. See the Ending

Turn the PlayStation on with the K-1 disc in side and hold L1 + L2 + \triangle + O + Left on both controllers while the game loads. Continue to hold all of the buttons down until the demo begins; instead of the normal introduction, you'll see the video from the game's ending. complete with credits

KAGERO; DECEPTION II

When the words "Press Start" appear at the title screen, press R1 four times, then R2 six times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main

menu. YPATY IVAN Stage Select

At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game Next, press Right, but before the Japan mis sion information appears, press X + Down Left on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

Cheat Codes At any time during the game, press the START button to pause. When the pause menu ap pears, hold the L1 and L2 buttons for approxi mately ten seconds; this will "lock" the red rectangular cursor in place. If you can stil move the cursor up and down with the D-pad, then you need to hold the L1 and L2 button a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the pause menu: AMMO: Down, Right, O, Left, Right, O. Select

this option to boost your ammo. HEALTH: Right, Right, Left, Down, Down, Up,

△, ○. Use this option to refill your energy POWER: Right, Down, Right, A. This option

will power up your weapon. LIVES: Left, Down, Right, △, □, X, ○. This op tion gives you one extra life each time you SMART: R1, R2, X, △, □, O, R1, R2, O, O, □

Get one extra smart bomb each time you press the button with this option highlighted. SKIP LEVEL: X, R1, A, R1, A, R2, R2, X, A Δ, X. Use this option to skip the current level and start on the next stage.

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives, Compy—XXOA XXXX Human Hunter--0040×0000×04 Raptor—X X Q △ □ X □ X □ △ Q T-Rex--X X Q △ □ □ X △ □ △ □ Human Prey—□□ △ Q X X □ □ A X Q △

T-Rex—△△□×○□○××□△□
Prey—△△□×○□△×□□○○ Stage Select

Access the password screen and enter the following password: \(\tilde{\chi}, \tilde{\ch tered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password' once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-se-cret stage select menu that allows you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu,

Alternate MegaMan X At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press Left six times, then hold L1 + R2 and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple Instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels. Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the R1 button, press Right six times, release R1. hold O and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gamenlay.

MICRO MACHINES V3 Cheat Code:

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again: Low camera angle—Left, Right, C. O, Left,

Slow down computer cars-O, A, D, X, O, A,

Super speed—X, O, □, △, X, X, X, X Super jumping ability—Right, Right, Down,

Up, Down, Left, Down, Down Change vehicles---Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into diffeent objects.)

Debug mode—Up, Down, Down, □, O, O, △, X, With the Debug code in place, the followng options become available Press □ + ○ + ∧ + X to make all of the vehine track explode

. Hold SELECT and move the D-pad to tilt or rotate the camera angle · Hold SELECT and press L2 or R2 to zoom in

→ Hold SELECT and press

— to have the com-

puter control your car
• Hold SELECT and press X to end the race with you in first place! "Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects: you'll hear a signal to confirm and you'll be able to enter another name. Enter the name "GIMMEALL" to be able to

access all tracks in multiplayer mode.
• Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name '3LIVES" to cancel this code

. Enter the name "TANKS4ME" and you'll always play with tanks in multi-player modewhich is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.

• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code

MONSTER RANCHER

Secret Monsters There are over 40 special monster types h den in Monster Rancher that can only be found by using ONE specific CD in the Shrine. The following list tells you the names of some of the CDs you can use to get these special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with Monster Rancher the way they should. Occasionally an audio CD will be remastered or re-released with slightly different track listings; if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. Also, some monster types are so rare that you will not be allowed to leave the shrine with them unless you have "committee permission" from FIMBA. If you get a message like this one, you must continue to play the game until you im-prove your grade as a breeder.

Homogenic by Bjork—"Gelsha" Horses by Patti Smith—"Gallop The Abbey Load E.P. by Red Hot Chili Pep-

pers-"Biklni" Forrest Gump (Disc 1) Original Movie Sound track-"Smilev

Bridges to Babylon by The Rolling Stones-"Gray Wolf" Something About the Way You Look Tonight

by Elton John—"Angel"
The Ultimate Collection by Jackson S-"Bunny"

Like a Virgin by Madonna—" Platinum"

Beach Boys Concert by The Beach Boys-

Paris, Texas Original Movie Soundtrack-'Sam'

Monster by R.E.M.—"Apocolips"
The Best of Earth, Wind & Fire, Vol. II by Earth, Wind & Fire—"Planet" Love Deluxe by Sade—"Looker' Middle of Nowhere by Hanson-"Sleeves" Christmas with the Chipmunks by The Chipmunks also: Merry Christmas by Mariah Carey-

'Santa Metal Health by Quiet Riot-"Gamer"

Greatest by Kiss--"Kuma" Nevermind by Nirvana—"Karaoke" Demo disc from Next Generation magazine, December 1997—"Milky Way" Demo disc from Ultra Game Players magazine, December 1997-- "Two Tone" On Air (Disc 1) by Alan Parsons-"Sky The Fat of the Land by Prodigy--"Naga" Destiny by Gloria Estefan-"Cari" The Best of the Village People by The Village -"Anguish" Bringing Down the Horse by The Wallflow-

Spawn: The Album Original Movie Sound track—"Zombie

Combat Rock by The Clash-"Tank" Kerplunk by Green Day—"Bonsai Kirk by INXS—"Googaill" Kick by INXS-*Gooaall Grand Prix by Teenage Fanclub—"Radial"
No Way Out by Puff Daddy & the Family—

" lerod Mellow Gold by Beck-"Magnet Major League 2 by Original Movie Sound-track—"Player"

History of the Grateful Dead, Vol. 1 by The Grateful Dead—"Teddy" Floored by Sugar Ray—"Jaques"

Greatest Hits, Volume 3 by Billy Joel—

"Shades" Spice by Spice Girls-"Cutey" Live at the Apollo by James Brown-"Hot

Foot' Salsa No Tiene Frontera by Orquesta de la Luz-"Mage" Damned Damned by The Damned—

"Doodle Yourself or Sameone Like You by Matchbox 20-"Sketch"

Truth and Soul by Fishbone—"Beam Men in Black: The Album Original Movie Soundtrack—"Disrupt" Tecmo's Deception (PlayStation game) by

PlayStation tips



MORTAL KOMBAT 3 Secret Cheat Mode

During the opening demo, quickly press X. () A, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to ac-

cess a secret cheat menu Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatal ity Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

MORTAL KOMBAT 4 Secret Cheat Menu

Start a game in two-player mode: when the screen appears, enter the Kombat Kode 3. Skult 2. 2. 1. 3" as follows:

Player 1: Press Low Punch three times and Low Kirk twice

 Player 2: Press Low Punch twice, Black once and Low Kick three times After the match starts, press START to pause

Arter the fraction starts, press STARL to prose and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the

character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down. 3) Continue to hold Block + Run until the

fight starts

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

"Enter "G T T B H R" for infinite lives
• Enter "N X C V S Z" to start with 10 Urns of

Vitality in your inventory
• Enter "CRVDTS" to see the credits from

the end of the game

Enter "R C K M N D" to see a demo of the rock boss exploding

Stage Passwords Wind Stage—T H W M S B Earth Stage—C N 5 Z D G

Prison Stage—R G T K C S Water Stage—Z V R K D M Fire Stage—I Y P P H D Bridge of Immortality—Q F T L W N

Qhan Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the L1 but-ton when you die. If you are holding the 12 button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TRILOGY

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; efore the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

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At the character-select screen, choose one o the male ninia characters (Scorpion, Rentile Rain, Ermac, etc.). Before the fight starts, hold

Run + Block + High Punch + High Kick and point the D pad Away from your apponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called

Secret Cheat Menu

Choose "Options" from the main menu, the highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," and "Low Damage".

MOTOR TOON GRAND PRIX

Secret Saves

(Note: This code requires a memory card.)
Choose "Replay Theater" from the main
menu, highlight "Replay Video," hold the R1
button and press X or O. Instead of loading videos from the memory card, you'll see 20
"Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press X or O during each video to switch to the standard camera angle. Secret Ghosts

(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video.,." hold the R1 button and press X or O. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" rideos made by the game's creators. Extra Options

At the main menu, highlight "Options", hold L1 + L2 + R1 + R2 and press X. Now the option meny has many additional settings that will allow you to fine-tune the game's configuration to your liking.

NZO NITROUS OXIDE Cheat Codes Choose "Game Options" from the main

menu, then select the "Enter Code" option and enter any of the following cheats: ××□×××△△—Infinite Firewalls □ X ○ □ X □ ○ □—Infinite weapons ○ X X △ □ △ □ ○—Infinite lives □ △ ○ △ × △ □ × → Access any level
□ □ △ ○ △ □ → Bonus level access
× × × □ △ ○ × △ → Enable fifth ship (Speed-

O X □ △ △ △ △ O—Activate "water" effect □ △ X △ ○ □ △ X—Bonuses don't reset when you die

NAMEO MISSEUM VOLUME 4

Turn on the PlayStation and hold L1 + R1 on Controller 1 while the game loads. Instead of the normal Pac Man introduction, you'll get to watch a cool live-action movie that's based on Genpei Tourmaden (a.k.a. The Genji and the Heike Clans).

Secret Pac-Land Scene

Enter the Pac Land room in the museum: it's a bright scene with Mr. and Mrs. Pac Man sunig themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase away, then press X at each of the following locations to earn a special ability

 Find the ghost behind the left side of the Find the ghost on top of the wall (press △

to look up) " Find the ghost talking to the fairy.
• Find the power pellet (press △ to look up at

the tops of the trees). Give the pellet to Pac Man

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to jump.

Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold $L1 + R1 + \triangle$ and press **Up** on the D pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an As sault Plus machine.

The Genji and the Heike Clans Stage Select Load the game The Genji and the Heike Clans and press the △ button to access the options window. Highlight "Test" and press X; then,

when the test screen appears, press △ to open the test screen options window. High light "DipSw" and press X, press Right twel times, then press Up to turn on switch #5 in the right box. Press X to confirm, then high-light "Game" and press the X button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 5B, press to warp there

NANOTEK WARRIOR Cheat Codes

Press START to pause the game at any time then enter any of the following cheat codes

· Refili Shield-SELECT, O. Right, Up. Up. L1. Warp Speed Boost—O, □, O, □, △, △, △, X

 Stop Ship—△, Left, △, Right, △, Up, △,
 START (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button) First-Person Viewpoint→△, O, □, □, △, △.

« Randomize Level Curves-O, SELECT, Left, □, □, Down, Up, X Passwords

Level 3—X O X X X 🗆 🗆 🛆 🗆 Bonus Level 1-0 XXXXX Level 4—△ X □ X □ □ △ X ○
Level 5—○ X □ X □ △ A X
Level 6—X □ □ X □ △ X ○ Bonus Level 2----X

Level 2--□×××□□×△△

Level 8-□××□×○×△○ Level 1 with upgraded NanoTek ship-X X ΠΠΟΧΔΧ

THE NEED FOR SPEED

Hidden Tracks Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any

game mode. When you reach the "Race Loca-tion" menu, you'll find a new, secret track called "Lost Vegas". "Rally" Tracks

With the cheat password in place, highlight any track and hold the L1 and R1 buttons 'Il see the name of the track change to "Rally"; this changes the pavement to a slip-pery dirt road like those in Sega Rally. If you hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs". Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBN5" password in place, get to the "Race Location" menu and high-light the "Segment View" (or lap-select) box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a Ridge Racer style arrade game instead of a full-on simulation.
Machine Gun Horn

Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting and diagonally Up/Left on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise it produces will sound like a machine gun

NEED FOR SPEED II Extra Camera Angles When the "Loading..." screen appears before

a race—with the course map on the screen— press and hold $L1 + R2 + \triangle + \bigcirc$. Do not release the buttons until your car appears on the track. Now press the \triangle button to cycle through the different camera angles; you'll find that there are now nine different camera

settings instead of the usual four Cheat Passwords

Enter any of the following passwords from the options menu to activate different fea-

Access Ford Indigo car-L I L Z I F Access Monolithic Studios track—\$ HOTME Upgrade all cars to Pioneer engines-P O W R

Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go Immedi-ately to the "Race" option at the main menu and you'll start the race with the secret vehi cle you picked: Army Truck-ARMYME

Volkswagon Beetle-BEETME BMW-BMRME Mercedes Benz-B N Z M E Volkswagon Bug—B U G M E School Bus—B U S M E

Citroen—CITME Shipping Crate—C R A T M E Pick-up Truck-JEPME Landcruiser—L C M E Stretch Limousine-LIMO M F

Log-LOGME Mazda Miata—M A Z M E Outhouse—O U T H M E Luxury Sedan—Q U A T M E Semi Truck—S E M I M E

Army Truck II—S N O W M E Newsstand—S T D A M E Covered Newsstand-STDBME Souvenir Stand—S T D C M E Monolithic Studios Tram-Tyrannosaurus Rex-T R E X M E

Van---V A N M E Volvo Station Wagon-V O V M E Covered Wagon—W A G O M E Jeep Wrangler—Y J M E To give Player 2 a secret vehicle, just change

the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "ARMYME", then enter the password "A R M Y U", then start the game.

NEED FOR SPEED HE HOT PURSUIT

Cheat Codes Choose "Options" from the Game Setup

menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track—MCITYZ AutoCross Hidden Track—XCNTRY Caverns Hidden Track—XCAVB The Room Hidden Track-PLAYTM Scorpio-7 Hidden Track—GLDFSH Space Race Hidden Track-MNBEAM Activate Jaguar XJR-15-LJAGX Activate Mercedes-Benz CLK-GTR—AMGMRC

Activate El Nino—ROCKET All cars and bonus tracks (not hidden tracks)— **SPOILT**

All Camera Views-SEEALL

Speed and Language Codes First, make your selections at the Game Setup, Track, Player Car and Opponents scree usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the an opriate button combination (i.e. Up + R1+ R2). You must keep these buttons held down until the loading screen appears in order for the codes to work.

low the game down by 20%—Up + X + △ Cops Speak With Different Accent-Up + R1 +

Cops Speak in German—Up + R2 + L1
Cops Speak in Spanish—Down + R2 + L1 Cops Speak in Italian—Left + R2 + L1 Cops Speak in French—Right + R2 + L1

NEED FOR SPEED V-RALLY

Watch the game's loading sequence carefully;

when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the △ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK

OFF," if you release the △ and ○ buttons im mediately you can enter any or all of the additional codes shown below; these buttons must be held down before the infogrames logo is colored in and you must continue to hold them until the memory card message ap

pears · Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer ut in Arcade mode,

 Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow

in Arcade mode. Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes

wrong. · Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NEL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret

TURMEI -0322 SAL-0201 JAPPI F-6660 JENIFR-3333 11185-3333 DANIEL-0604 JASON-3141 ROOT--6000 GENTIL-1111 RAIDEN-3691 ROOT--6000 SHINOK-8337

SKULL—1111 THUG—1111 FD RDEN-1111 DAVID-34S6 AZPOD-4777 FRANC-1221 JUAN--6521 RERT_8735

JOVE-6644 AUBREY-6666 ALLEN-7911 BYRON-1969

FRAN7-8421 BRIAN-2221 Name Record Codes

Enter these names and PIN numbers as de scribed above. They won't reveal secret characters with special heads, but they will allow you to play with the wonfloss records and in dividual stats of some of the people on the

MIKE-3333 CALEB-0916 BYRDN-1111 GRINCH-0222 GUIDO-6765 Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For ex-ample, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A mes-sage will appear to confirm each code. Note: Some codes will not work in a two-player

game unless both players enter the same Powerup Blockers—3: 1-2-Left Powerup Speed—4 0-4-Left Powerup Teammates—2-3-3-Up Powerup Defense-4-2-1-Up Powerup Offense—3-1-2-Up

Infinite Turbo-5-1-4-Up

Fast Turbo Running—0·3·2· Left Super Field Goals—1·2·3· Left Super Blitz—4·4·4·Up Super Blitzing-0-4-5-Up Hyper Blitz-S-5-5-Up

Fast Passes—2-S-0-Lef Super Passing—4-2-3-Right
Unlimited Throw Distances—2-2-3-Right No First Downs-2-1-0-Up

No Interceptions—3-4-4-Up

No Punting—1-5-1-Up Allow Stepping Out of Bounds—2-1-1-Left No Play Selection-1-1-5-Left Late Hits-0-1-0-Up Turn Dff Stadium-5-0-0-Left Tournament Mode-1-1-1-Down Clear Tournament Mode-1-1-1-Up Show Field Goal %-0-0-1-Down No Random Fumbles-4-2-3-Down No CPU Assistance-0-1-2-Dow Smart CPU Opponent-3-1-4-Down Invisible--4-3-3-Up Hide Receiver Name-1-0-2-Right Unidentified Ball Carrier-5-2-2-Dov Invisible Receiver Highlight—3-3-3-Left Big Football—0-5-0-Down Big Head-2-0-0-Right Huge Head-0-4-0-Up No Head-3-2-1-Left Team Big Heads—2-0-3-Right Headless Team—1-2-3-Right Team Tiny Players-3-1-0-Right Team Big Players—1-4-1-Right Show More Field—0-2-1-Right Night Game-2-2-2-Right

Weather: Clear-2-1-2-Left NE GAMEDAY 99

eather: Rain—S-S-S-Right

Weather: Snow—S-2-S-Down

Easter Egg* Codes Choose "Easter Eggs" from the options menu, choose "Add Entry" and enter any of the passcodes below for different effects. The codes must be entered exactly as shown, in

BIG BALLS—Big football BIG HITS—Hits sound more powerful BLINDERS—No penalties BDBO-All players are named Bobo BUNYON—Big players COFFEE BREAK—Extra speed CON MAN-Computer opponent hides pass

CPU SCORES—Computer-controlled players CPU STUFFS—Computer team has stronger, factor offensive line

CREDITS—See the credits DAVIS—Faster running back EGG HEAD—No stamina, more fatigue injuries EURO LEAGUE-All players have European

EVEN TEAMS—All players are created equal FLEA CIRCUS—Tiny players GD CHALLENGE—Extra difficulty setting GRUDGE MATCH-Red zone is red, end zone is checkered, field goals are invisible HAMSTRUNG-More hamstring injuries HANGTIME—Punts have longer hang time

HOOPS-All players are named after basketball players HOT SHOT-Computer-controlled players celebrate in the field

ITS IN THE FPS-Game's "frame rate" changes ronstantly MIND READER—Computer opponent knows which play you've called PLAYING CARDS—Flat players

POP WARNER-Smaller, faster players PRESIDENTS-All players are named after PRIME TIME—Computer opponent makes big

PUPPETS-Players are controlled by string like

RED ZONE-All players are named after pro-ROCKET MAN—Rall carrier can use speed

SUDESHOW-See cheerleaders after a game SKELETON-Play as Skeleton team SPDRTS-All players are named after the game's developers STAMINA-More endurance

STEEL LEG-Longer field goals STICKEM—Fewer dropped passes SWIMMERS—Improved "swim" move TELE TUMMY—Players have TV sets in their

WEAK-Players become fatigued more

NEL XTREME

Cheat Codes

Choose "Rosters" from the main menu, then access the "Create Free Agent" option and create a player with one of the following names to unlock secret features. Note: You must change at least one of the created play

er's default settings or else the player will not be added to the free agent pool. Name the player "BIGHEAD BOBBY" to give all players big heads Name the player "CDINHEAD COREY" to make the players' heads two-dimensional Name the player "LAMEBOY LENNY" to change the player animation Name the player "GEORGE GIRAFFE" to give all players long necks · Name the player "BIG BEN" to play with much bigger players

Name the player "TINY TOM" to play with much smaller players

Name the player "MONKEY MICKEY" to

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

give all players long arms
• Name the player "SHRIMPY SEAN" to give

NIGHTMARE CREATURES

Cheat Password Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ♣ ○ △ □ ♣. Next, choose "Start Game"; a

cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NUCLEAR STRIKE

Stage Passwords Level 1: Delta—JUNGLEWAR Level 2: Island—CUTTHROATS Level 3: Peace 1—COUNTDOWN Level 4: Peace 2—PLUTONIUM Level S: DMZ-P U S A N Level 6; Fortress—A R M A G E D D O N Bonus Level: Lightning—LIGHTNING

Cheat Codes Each of these codes can be entered while the ne is paused 50 lives—△, Up, O, Right, SELECT, □ Refill energy—Left, Right, Left, Right,
Refill ammo—Left, Right, Up, Down, O, Refili mana—Left, Right, Left, Right, O Weapon powerup-R1, L1, R2, L2, Left, Right, Up, Down Raise abilities by 10%—□, O, △, SELECT, Left

Fill experience gauge-O, A, L1, L2, R1, SE-Raise each spell 1 level—Down, A, SELECT, L1, R1, SELECT

Toggle monsters' energy bars—△, □, O, △, O

ODDWORLD: ABE'S ODDYSEE Level and Movie Select

Enter these codes at the main menu:

• Level Select—Hold R1 and press Down Right, Left, Right, □, O, □, △, O, □, Right,

 Movie Select—Hold R1 and press Up, Left, Right, □. O. △. □. Right, Left, Up, Right. Green Farts—Hold R1 and press Up, Left, Right, [], O, X. Now every time you fart using Gamespeak, you'll see green gas.

PITFALL 30: BEYOND THE JUNGLE Stage Passwords Level 2—METROPOLIS Level 3—DEEPDARK Level 4-TEMPLEME Level 5-HDTRDCKS Level 6-GOINGDOWN Level 7-WD WTHATSHOT Kryll Thular Boss—BIGWORMGUY Level 8—JAILBREAK Level 9—THUNDERDOMES Level 10—MAGICGARDEN Level 11—SPDDKY MESAS Cheat Passwords Floating Harry—ZERD GHARRY Big Head Mode—BIGHEADHARRY

Skinny Harry—2DHARRY See Credits—CREDITS 99 Lives-STEVECRANEME See All Movies—PLAYMOVIES See All Comics—PITFALLCOMIC Disable Witty Banter—STOPTALKING

Get an extra 10 lives in the next game-GIVEMELIFE Access Original Pitfalli—CRANESBABY Note: Each of the following codes works dur-

TIPS & TRICKS

ing the original Pitfall! game: Programmer's Head-Press R1 + R2

a Rahy (Flyira) Hearl-Press O + R1 Croc Talk-Press R1 + △ when there are crocodites on the screen; one of them will say, "Hi, mom!"

. Infinite Lives-Press L1 + L2

POOL HUSTLER Secret Game Mode

At the title screen—while the words "Press Start" are flashing-press Up, Up, Down Down, \triangle , \triangle , \times , Left, Right, \square , O; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

RAGE RACER

Mirror Mode At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When

the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors At the Team Logo design screen, highlight any color on the color pallette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press Up or Down to highlight the red, green or blue pigment box, then hold the R1 or R2 button and press Up or Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SELECT repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the hox

RASCAL Stage Skip

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the R1 button to change the name of the stage, then hold the R1 button down until you warp to the stage you chose. To skip to a different room within a stage, tap the R2 button to change the room number, then hold the R2 button down until you warp to the room you chose

Free Play Mode

When the words "Press Start Button" appe at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four mes, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

• Free Shield with Every Glitch pick-up-

Down, R1, Left, Right, Down, L2, R2, Left, Right Up • Full Glitch Energy—Right, L1, Up, Right,

L1, R1, Right, Down, Right
Play as Dot Matrix—Left, R1, Right, Up,

Down, R2, L1, Right, Up, Down

DED ACDUALT

During the game, press START to pause, then hold R1 + R2 and press Up, Left, Right, Down, Infinite Weapons (Offensive & Defensive)

ig the game, press START to pause, then hold R1 + R2 and press Left, Up, Right, Down, Infinite Nitros

During the game, press START to pause, then hold R1 + R2 and press Down, Down, Down,

PlayStation tips



At the main menu, press and hold L2, then press Left, Right, Down, Up, □, O, X, △. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles. Unlimited Cash

At the main menu, press and hold L2 + R2, then press Left, Left, Right, Right, 🗆, 🗀, 🔾, 🔾 Your cash total won't change, but you can buy anything for free.

In the S.T.A.R.S. office, check Wesker's desk it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the S0th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo. Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie; It's Brad Vickers, the helicopter pllot from the original Resi dent Evil. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you can change into a different set of clothing at any time.

Bonus Weapons
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and a haif hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will

say "Hunk," choose this to play as him, Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above).

Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game ar then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu, If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

RIDGE RACER REVOLUTION

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships before they fly away, you'll get eight extra

Buggy Mode If you earn a "perfect" in the Galaga '88 load ing game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny looking buggies when you start the race. Ti is very difficult to do, but here's a cheat that makes it easier: During the Galaga '88 game, press and hold Down + L1 + SELECT + A + R1: all of the enemy ships will be automatically destroyed with exactly one shot each. Secret Cars

Once you place 1st in all three courses in normai race mode, three super cars will appear to race against you in the Time Trial mode as fol lows:

Novice—13th Racing Car Intermediate-13th Racing Kid Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes. Spinning Mode

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're play-Ing in Spinning Mode. When you reach a turn where it's possible to spin your car 360", the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will dri across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

ROGUE TRIP VACATION 2012

During the game, hold L1 + R1 + R2 and press SELECT; you'fl see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be Ouick \$10,000 Cash-Hold R1 + R2, press L1.

Up, Down, Up, Down Infinite Weapons-Hold L1 + R1, press Up,

Down, Up. R2 Mega Guns Mode-Hold L1 + R1 + R2 + X press Down

invulnerable Mode-Hold L1 + R1, press Up, Down, Left Right

Upgrade Weapons-Hold L1 + R1, press Left, Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up. Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

Passwords . Access the password entry screen from the options menu and enter any of the following codes to unlock special feaures: Enable Goliath— Δ , L1, R1, \times , L2, L2 Enable Nightshade—R1, R2, L1, L1, \times , \times Enable Helicopter—Li, A. R. 27, Li, X. U Enable Alien Saucer—RI, C. X. C. Li, C. A. A. R. I Enable Alien Saucer—RI, C. X. C. Li, C. Access "Funtopia" stage (challenge mode only)—X. C. Li, X. C. Li, L. X. C. Li, L. X. C. Li, L. X. C. Li, L. Z. C. Li, L. L. C. Li, L. L. C. Li, L. L. C. Li, L. L. C. Li, L. C. C.

Battle Boss 1 (Challenge mode only)-O, RZ, R1, □, L1, R2

Battle Boss 2 (Challenge mode only)-O, O, L2, L1, △, △ Lt, Lt, \(\tilde{\text{L}}, \(\tilde{\text{L}}, \(\tilde{\text{L}}, \(\tilde{\text{L}}, \(\tilde{\text{L}}, \(\tilde{\text{L}}, \(\tilde{\text{R2}}, \(\tilde{\text{R2}}, \(\tilde{\text{R1}}, \(\tilde{\text{R1}}, \(\tilde{\text{R2}}, \(\tilde{\text{R1}}, \(\tilde{\text{R1}}, \(\tilde{\text{R2}}, \(\tilde{\text{L1}}, \(\tilde{\text{R1}}, \(\tilde{\text{R1}}, \(\tilde{\text{R1}}, \(\tilde{\text{L1}}, \(\tilde{\text{L1}}

O. O. A. A

ROLL AWAY

Each of the following codes can be entered at any time during the game (not while paused): . Chess pattern background-L1, O. Left. Right, L2, Left, R2, R2

level)

0,0,0,0

Enable motion blur-Right, O. L2, O. R1, O. Extra 30,000 points—
 Up, Down, L2, R1,

△, ×, △ (works only once per level) Temporary invincibility—Right, Down, L1,
 R2, R1, O, △, □

 30 extra seconds in Time Trial mode—O. L1. Δ, Δ, O, X, Δ, Down (works only once per

 Warp to bonus stage—△. Up. △. L2. L1. L2. • Clear screen in bonus stage—Right, O, C, L1,

ROSCO MCQUEEN FIREFIGHTER EXTREME

Passwords Laundry 2—F L U F F Y Laundry 3—S W E A T Y Auto 1—H O T R O D Auto 2-GREASE Auto 3-RIGEND

Harofds 1—S M E L L Harolds 2-WIDFTV Harolds 3—PILLOW Leisure 1-TRICEP Leisure 2-MOTION Leisure 3-HIPHOP

Residential 1—KENNEL Residential 2—BARREL Runaround-SPIASH

RUSH HOUR Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars-Up. Left. Right, X ∩ □ Bonus Track—X, Up, A, Down, R1, L1

Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, △, R1,

O, L1, Down
Access "Super Championship" race mode— Right, □, Left, O, Up, X

SAN FRANCISCO RUSH Secret Vehicles

Choose any vehicle, then select your transmis sion type with the X button. When the purple letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

 Hold △ to race in a U.F.O. Hold L1 to race in a pick-up truck Hold R1 to race in a British sportster When the race starts, you'll be driving the ve

hicle you chose.

Ultimate Password

Choose "Options" at the Game Select menu then select "Setttings" and use the L1 and R1 buttons to change the Password option to "A LLVID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode"

SHADOW MASTER All Weapons

Begin a new game. Go forward into the first door that opens and kill the allens inside Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons. Invincibility

In the same room described above, after de-feating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously, A blue light will appear to confirm the code; now you're completely invincible.

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + \(\Delta \) simultaneously. A green light will ap pear to confirm the code. Now press START and exit the game; you'll find a stage-select option on the main menu.

Press START during the game to pause, then enter any of the following cheats while the 'Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that nowe up; for example, the Universe Enema power

up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work Maximum Bullets—Down, O, Up, RZ, Left, A,

SELECT SELECT Maximum Phart Heads—R1, Left, Up, L1, L1, Right, SELECT Maximum Phoenix Hands— A. RZ. Left. SF.

LECT, ○, △, Right Maximum Universe Enemas-Left, A. Right, Down, A, SELECT, SELECT, SELECT Maximum Super Willies—R1, Left, □, △, L1,

△, R2, SELECT Maximum 1970s Icons-SELECT, O, Up, Left, Down, Up. Down, II

n Swirly Cues-R1, Right, O, R2, R2, ☐ Right, SELECT Maximum of All Status Items (except 1970s

icons and Swirly Qs)—L1, △, Down, R1, ○, Right, Up, SELECT Shield—R2, O, O, Down, Left, O, Right, Down Clean "Pause" Screen—L2, Left, O, R2, Down,

Change Klaymen's Color-L2, O. O. Left, SE-LECT, L2, Up, Down Psycho Klaymen—Down, Right, △, L2, Up, Left, △, SELECT

Slow-Motion Mode-L1, △, Left, Down, R2, △, Left, SELECT

Super Fast Klaymen—Left, □, R2, ○, R1, Down, ○, R2 Tiny Klaymen—R1, Left, □, △, R1, Left, □, △

Shoot Heads Instead of Bullets-Down, □, △, Down, Down, □, □, Right Skip Current Sub-Level-A. L1, L1, C. Right. O. A. Down

SPAWN: THE ETERNAL

Each of the following codes can be entered While the game is paused: Temporary invisibility—Hold L1 + R1 and press □, □, O, O, △, x

· Temporary invincibility-Hold L1 + R1 and press A. A. X. X. C. O All power ups-Hold L2 + R2 and press A

OCXAX All inventory—Hold L2 + R2 and press X, □. 0. A. E. O

Refill health meter-Hold L1 + R1 and nress X, O, A, E, X, O Refill Magic—Hold L1 + R1 and press △, O, X.III.A.O.

• Skip current level—Hold L1 + R1 + L2 + R2 and press \triangle , X, \square , O, O, O

SPEED HACER Arress All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △; now all of the cars in the game will be available. Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings. Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

 Hold L1 + L2 to race in bright daylight Hold R1 + R2 to race at night
 Hold L1 + L2 + R1 + R2 to race at twilight

Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press O, Q. O. Q

Hidden Messages
Also at the "globe" menu, hold the START
button and press O, Δ, Δ, O. You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try A. A. A. A. : repeat each code to turn the corresponding message off. Handbag Code

At the globe menu, hold the START button and press [], A, O, A. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of

handbags on the floor. Naked Spice Code

At the globe menu, hold the START button and press O, \triangle , \triangle , O. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

STAR WARS: DARK FORCES Cheat Menu

At any time during gameplay-not while paused—carefully press Left, O, X, Right, O, X, Down, O, X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map

STAR WARS: MASTERS OF TERAS KASH

To gain additional characters at the fighter select screen, you must perform the followin tasks with the "Player Change at Continue

option set to "No" at the Options men To access Darth Vader, play as Luke Sky-walker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.

• To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.

• To access Jodo Kast, play the game in "Survival" mode and defeat seven or more charac ters

To access Mara Jade, set the gam culty to "Jedi" and hold L1 + L2 + R1 while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

Arena Select Play as Chewbacca and beat the game in "Ar mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play "Practice" and "Arcade" modes.

STAR WARS REBEL ASSAULT H

ise "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence

Easy Difficulty Level—X ○ X ○ X △
Medium Difficulty Level—X X △ ○ X △ Hard Difficulty Level—△□□□×△

At the main menu, press L2, L1, R2, O, C, O O, L1, L2, L1. You'll hear a signal to confirm; now you're invincible. Access All Tanks

At the main menu, press I.1, I.2, I.1, O. C. O. O, L2, L1, R2. This code unlocks all of the maining tanks in the game, including the Anaconda, which has unlimited weapons.

At the main menu, press L1, L2, L1, L2, R2, R1, O, C, C. You'll hear a chime, then you'll be taken immediately to a secret level called "Martian Surface."

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four sec onds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious silhou-ette on the match-up screen. You're playing as Akuma

Super Street Fighter II Turbo: Play Against

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each oppo nent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead Super Street Fighter II Turbo: No Super Meter At the character-select screen, choose your fighter with the [(Jab) button, then release and quickly enter one of the following codes before the airplane flies across the map For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison-Press Left and Right repeatedly on the D-pad while repeatedly tapping [

For E. Honda, Chun-Li, Guile, Dhalsim, T Hawk, Dee Jay, Vega or Sagat-Press Up and Down repeatedly on the D-pad while repeat-

edly tapping If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

Street Fighter Alpha 2 Gold: Play as Cammy To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy-in "Versus" mode only-by highlighting M. Bison at the character-select nd pressing the START button twice

Street Fighter Alpha 2 Gold: Alternate Charac-. To play as special versions of certain charac ters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Chun-Li, Ken, Dhalsim, Zangief, Sagat

and M. Bison. If you press START twice while Ryu or Chi Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition ver-

sion of Chun-Li, respectively.

To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five

STREET FIGHTER EX PLUS a

Hidden Characters At the Mode Select Screen, highlight "Practice" and press SELECT, Up. Right, Down. Right, SELECT. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game. Evil Ryu, Evil Hokuto, Cycloid Gamma and Cy-

Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press SELECT, Up, Up, Right, Up, Right, Up, SELECT. You will hear a and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original Street Fighter II.

SUPER PHAZE FROMTER IL TURBO

lay Against Devilor To play against Devilot in a one-player game, you must accomplish five different things: 1. Defeat an opponent within one minute in

one round. 2 Have at least one Super Combo.

3. Have a "Max. Chain" of 4 or more 4. Have a "Max. Power Gem" of 20 or more 5. Reach Stage 7 without using any continues.

Play Against Dan To play against Dan in a one-player game,

you must accomplish five different things: 1. Never defeat an opponent within one minute in one round.

Never perform a Super Combo.
 Have a "Max. Chain" of 3 or less.

4. Have a "Max. Power Gem" of 18 or less. 5. How at least one continue before reaching Stage 7. Secret Characters

Each of the following codes works at the character-select screen in all modes except

Street puzzle mode. (Player 1)-Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left,

Akuma (Player 2)—Highlight Felicia, hold SE-LECT, press Down, Down, Down, Right, Right,

Dan (Player 1)—Highlight Morrigan, hold SE-LECT. press Left. Left. Left. Down, Down,

Dan (Player 2)-Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down,

Devilot (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold SE-LECT, press Right, Right, Right, Down, Down, Down, O (same as Dan code, but you must

press O at the exact moment when the timer is at the 10-second mark)
Hsien-Ko's Sister (Player 1)—Highlight Morri

gan, hold SELECT, press Right, C

Hslen-Ko's Sister (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, O Anita (Player 1)—Highlight Morrigan, hold SE-LECT, press Right, Right, O

Anita (Player 2)—Highlight Felicia, hold SE-LECT, press Left, O

Stage Select In Vs. Mode, choose your character, then hold L2 + R2 + SELECT and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to

choose your favorite stage: Donovan's stage—Press O Hsien-Ko's stage-Press X Sakura's stage—Press △ Felicia's stage—Press □ Akuma's stage-Press I 1

Devilot's stage-Press R1 Morrigan's stage—Press Up Chun-Li's stage—Press Down

Ryu's stage Press Left Ken's stage—Press Right Dan's stage-Don't press any button

Cheat Codes At any time during the game-at the title screen, menus or during the game-hold L1, R1, A, O, START, SELECT and Up/Left on the D pad. You'll hear a loud grinding noise to in dicate that the master cheat code is in place Once you've done this, you can do any of the following tricks during the game:

· Level Skip-Hold R1 and tap L1, then fire your superzapper. The screen will be deared and you will advance to the next stage immediately

 Trippy Mode—Hold L2 + R1 + △ + X and press Up. The graphics will leave freaky trails of light on the screen; perfect for those mindaltering experiments at your next party Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over \$00,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

nt Your Opponent When your opponent is bowling, wait until rling meters appear, then hold L1 + L2 + R1 + R2 on your controller and press △, □, O or X; each button corresponds to a differ ent taunt.

TENCHU: STEALTH ASSASSINS

Press START during the game to pause, then press Left, Left, Down, Down, to refill your energy.

Increase Item Capacity to 99 At the item select screen, hold L1 and press Left, Left, Down, Down, □, □, △, □. Unlock All Secret Minja Tools

At the item select screen, hold R1 and press Left, Left, Down, Down, C. C. A. O.

ease Item Inventory At the item select screen, hold L2 and press

Left, Left, Down, Down, □, □, △, X. Avame's Sexy Armor At the item select screen, press Left, Left,

Down, Down, C. C. A. O. Enable Japanese Voice-Over

At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, □, □, △, ○. Enable Enemy Layout Selection Screen
At the "Select Stage" screen, Hold R1 and

press Left, Left, Down, Down, □, □, △, ×. Debug Mode

At any time during the game, press START to pause, then hold L1 + R2 and press Up, \triangle , Down, X, Left, □, Right, O. Next, release L1 + R2 and press L1, R1, L2, R2, then press START to unpause. Now you can call up a program mers debug menu at any time during the game by pressing 12 + R2. The debug menu allows you to do all kinds of incredible things, iding refilling your items, warping to point in any stage, placing enemies or objects wherever you want them and much more.

TIPS & TRICKS

Choose Puzzle Mode and select the "Pass word" option. As soon as the passy appears, press Down, Down, Right, Un. Un. Right, Up, Up, Up, Right, then repeat that same sequence of buttons again. Now press the X button; when the game starts, a stageselect menu will appear

THEME HOSPITAL

Level 2-XO□△△O□× Level 3-0 0 △ □ × △ 0 △ Level 4—□△○□××△○ Level 5--O∆□OX∆OE Level 6-- A O X O X O Level 7-0 A A O X O A O Level 8—×△□○△○□×

Level 9-AUXAOXAU Level 10--O D X A D X O D Level 11—△○□○△□○× Level 12—○□××□○□△

THEME PARK Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press + O simultaneously to increase your bank bal-ance at any time. This code also gives you instant access to all of the rides and shops in the

TIME COMMANDO Refill Energy

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press X, △, △, ○, X, △, △, ○, □, □, X. Now return to the game and you'll find that your energy meter has been refilled. Extra Lives

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press Δ , \square , O, X, Δ , O, \square , X, Δ , \square , A. Now return to the game and you'll have three extra lives. cret Stage

Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more.

At the title screen, shoot the black area in the upper portion of the letter "R" in the Time Crisis logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite con tinues ("Coin=Free") and never have to reload ("Shot=Free").

TNN MOTOR SPORTS HARDCORE 4X4

At the setup menu, choose "Select Race Type and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then return to the setup menu and select "Choose Truck". You'll find a powerful new vehicle called "Mother". This code also unlocks the "Pro' and "Extreme" difficulty levels. Raining Frogs

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as RAINFROG, then return to the setup menu and set the weather condi-tions to "Severe". Start the race and you'll see frogs falling from the sky instead of rain. Hidden Game

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called Rolds. It's a funny version of Asteroids in which all of the asteroids have been replaced by the heads of the game's creators

TOCA CHAMPIONSHIP RACING Secret Codes

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode eneach time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background"



code, among others, If you want to clear a code, just turn the PlayStation off and start

• Enter "J H A M M O" to unlock all tracks,

cluding the bonus track • Enter "PATSCREEM" to access "TOCA Showdown" made from the Race Menu . Enter "C M N O H I T S" to disable the game's collision detection (cars can drive right

through one another)

• Enter "C M S T A R S" for a starry sky back-Enter "C M T O O N" for a cartoon back-

around Enter "CMDISCO" to get multicolored fog when the weather is set to "Foggy" • Enter "C M R A I N U P" to make the rain fall

up when the weather is set to "Rain" "Enter "CM COPTER" for a new helico camera angle (but not the kind you'd expect)
• Enter "C M G A R A G E" to unlock the secret vehicle, a tank (press O to fire its guns)
• Enter "C M M I C R O" to play in "Micro Machines mode" with an overhead view

• Enter "X B O O S T M E" to greatly increase

the game's speed
• Enter "C M C H U N" to remove the dashboard and windshield from the in-car camera

TOKYO HIGHWAY BATTLE

9,999,999 Points When the Jaleco logo starts to appear during the game's loading sequence, press and hold L1 + L2 + R1 + Down + START on Controller 2 After the Jaleco logo disappears and the full motion video scene starts, press START on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you w Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:

. Car Color Change-At the car select screen press R2 on Controller 1 to change the car's

color or add racing stripes.
• Race the Drift King—Enter the "Vs. CPU" node and you'll be able to race against the

Drift King. Change Speedometer—During a race, press L1 on Controller 2 to change the speedometer

 Best Time/Lap Indicators—During a race, hold Up and press SELECT to see the best lap or best time records.

TOMB BAIDER

During the game, press SELECT to ac inventory screen, then press L2, R2, L1, O, A. L1, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current

stage.

Access All Weapons During the game, press SELECT to access the inventory screen, then press L1, A, R2, L2, L2, R2, O, L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Con-trol Method 2 or 3, just press Down at the inventory screen and select the "Controls" op-tion. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control continue the game.

Using the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will exofodel

All Weapons & Items

Using the R2 button, step left, step right, then feft. Switch to the R1 button and walk back wards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (O in the default control configuration) to face the opposite di-rection in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully

loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Level Skip Using the R2 button, step left, step right, then left. Switch to the R1 button and walk back-wards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (O control configuration) to face the opposite di rection in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current

TOTAL ECLIPSE TURBO

Full Power-Up During any stage, press the START button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and re-sume." Now you must enter the following code very quickly: \triangle , \square , \bigcirc , \square , \triangle , \square , L1, L1+R1, SELECT, SELECT. (Note: The plus sign means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull w pear in the window. Next, press \triangle , \square , L1, L1, L1, □, △ very quickly; you'll immediately re turn to the game with ten ships, ten plasma bombs and ten continues. Stage Select

At the main menu, highlight the "PASS WORD" option and enter the following Hold SELECT, press △, L1, □, release SELECT, press \triangle , L1, \square , \triangle , L1, \square . You'll see the Crysta Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing Left or Right on the D pad and you're ready to warp

TREASURES OF THE DEEP

lete Code Collection Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off. • Refill air & health-Down, X, Left, C, Up,

Up, A, A, Right, Right, O, O, Up, Down, Left, Right, X, X • Infinite air—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, O, X, □, Up, Right,

Down, Left Infinite health—Down, X, Left, I, Up, Up,

△, △, Right, Right, ⊘, ⊘, △, △, ҳ, ҳ

• Max continues—Down, ҳ, Left, □, Up, Up, △, △, Right, Right, ⊘, ⊘, R2, R2, R2, L2, L2, L2 Turbo speed—Down, X. Left, □. Up. Up. A △. Right, Right, O, O, R1, R2, R1, R2, R1, R2

"All equipment—Down, X, Left, □, Up, Up,
△. △, Right, Right, O, O, L1, L1, L1, L1, R1, R1,

R1, R1, L2, L2, L2, L2, R2, R2, R2, R2, R2 All weapons—Down, X, Left, □, Up, Up, △,
 △, Right, Right, O, O, R1, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

 Reveal entire map—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, □, X, O, X, □ " No fines for killing endangered species Down, X, Left, □, Up, Up, △, △, Right, Right, O. O. R2, R1, L2, L1

« Open all doors-Down, X, Left, I, Up, Up, △, △, Right, Right, O, O, X, O, △, Disable currents—Down, X, Left, □, Up, Up,
 △, △, Right, Right, ○, ○, R1, L1, L2, R2, X • Extra \$2,000,000 gold—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, R2, L1, L2, R1, R2, L1, L2

 Unlimited payload—Down, X, Left, □ Un. Up, A, A, Right, Right, O, O, A, Up, X, Down Get Atlantis tablet niece for current sta-Down, ×, Left, □, Up, Up, △, △, Right, Right, O, O, L1, L2, L1, L2, □, O

Complete current mission □. Up. Up. △, △, Right, Right, ○, ○, △, △, △ Down, Down, Down

 Access all missions—Down, X, Left, □, Up,
 Up, △, △, Right, Right, ○, ○, Down, Right, Up, Left, △, × All missions complete-Down, X, Left, Q.

Up, Up, △, △, Right, Right, ○, ○, □, ×, ×, ×, □, △, △, △, □, ×, ×, × □, ∆, △, △, □, X, X, X

• Overhead Camera Angle—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, □, X, □

• Super Spear Gun—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, Up, △, Down Pass Through Objects—Down, X, Left, [] Up, Up, △, △, Right, Right, O, O, □, □ Extra time in Shark Attack bonus stage Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, L2, L2, L2, R1, R1, R1, R2, L1

TRIPLE PLAY '97

Choose the "Pick Stadium" option at the Pre-Game set-up menu, then—when the list of stadiums appears—press L1, R1, L1, R1, START. Now you can choose to play in the EA Sports "Mystery Stadium",

TRIPLE PLAY '98

Commentary/Crowd Codes Enter any of the following codes during ac

tual gameplay to control the announcers and Game Commentary-Hold L1 + L2 + R1 + R2

and press □, O, □ Weather Commentary-Hold L1 + L2 + R1 + R2 and press O, X, O

Commercials-Hold L1 + L2 + R1 + R2 and press \triangle , \bigcirc , \triangle Cheering Crowd-Hold L1 + L2 + R1 + R2 and

press Down, X, Down, X, A Booing Crowd—Hold L1 + L2 + R1 + R2 and press Down, X, Down, X, X

At the team-select menu, press L2, R2, L2, R2, Now cycle through the available teams until you find the EA Sports "Dream Team." Secret Stadiums

Choose the "Stadium Select" option afte picking your teams, then-when the list of stadiums appears-press L1, R1, L1, R1, D. Now press Right untill you see three "Mys-tery" stadiums: "The Cornfield," "Ebbetts tery" stadiums: "The Cor Field" and "Polo Grounds."

TRIPLE PLAY 99

Secret Stadiums At the "Controllers" screen, press - and ac-

cess the "Stadium Select" option. When the list of stadiums appears, press L2, L1, R1, R2, L1, R1, R2; you'll hear a voice say, "Triple Play 99." Now scroll to the right and you'll find three "secret" stadiums: Ancient Rome, Neo Vancouver and Anytown, USA,

TWISTED METAL

To enter any of the following passwords, se lect "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Heli copter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game toggle through the available camera angles by holding START and pressing Up or Down ntil you see the helicopter view.

○ △ □ ○ ○ —Warehouse District Warfare X□□○△—Freeway Free For All X A D O D—River Park Rumble X □ △ △ —Assault on Cyburbia

□ △ X ○ X--Rooftop Combat--The Final Bat-△×○□△—Battle with Minion

□ △ ○ □ □—Secret Level: The Fight of Your Life △ ..□ ○ ○—Infinite Weapons

□ △ × _ O—Invincibility ○ ○ △ × _—Helicopter Camera Angle TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while

paused): Mega Machine Guns—Hold R2, press Up, Down, Left, Right, Right, Left, Down, Up Invincibility-Hold L1 + R1, press Up, Down. Left, Right, Right, Left, Down, Up

Infinite Weapons + Turbo-Hold L2 + R2, press Up, Down, Left, Right, Right, Left, Down, Up

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by en tering the same code a second time, so-for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R but-tons, you will end up with infinite weapons and turbo but the invincibility will be turned

Homing Napalms

Advanced Attacks

If you have at least two napalm items in your inventory-or if you have the "Infinite Weapons" code active—highlight the napatm with L1 or R1, then hold L2 and press Up. Down, Down, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missites.

These codes can be entered at any time dur-ing the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information. Napalm—Right, Left, Up Freeze Burst-Left, Right, Up Drop Mine-Right, Left, Down Rear Attack-Left, Right, Down Shield-Up, Up, Right

High Jump-Up, Up, Left Invisibility-Right, Down, Left, Up If you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced

Attack Energy bar is full. To fire Minion's special weapon-regardless of which vehicle you're driving-hold the machine gun button (default=R2) and quickly press Up. Down, Up. Up. This only works when your Advanced Attack Energy bar is full.

Secret Vehicles At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones: Sweet Tooth-Up. L1. A. Right Minion-L1, Up, Down, Left

Secret Stages At the "Choose Battleground" screen in twoplayer mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose

"Assault on Cyburbia" stage from Twisted Metal-Down, Un. L1 R1 stage from Twisted

Metal—Down, Left, R1, Down
"Suicide Swamp" stage from Jet Moto—Up,

Down, Right, R1 VIEWPOINT

Press START to pause the game, the O. A. Right Left Down R1 12 R2 L1

Press START to pause the game, then press []. O, A, X, A, Up, Up, Down, Down, L1, R1. SELECT.

VIGILANTE 8 Cheat Passwords Choose "Options" from the main menu, then

select "Game Status," press O to call up the passcode menu, then enter any of the following cheat codes: WMNNWLHTSCUCLH—Unlock all secret characters and levels

MONSTER_WHEELS-Wheels are dou-SAME_CHARACTER—In two-player

mode, both characters can use the same vehi

REDUCE_GRAVITY-Less gravity GO_SIGHTSEEING-No enemies in Ar

I_WILL_NOT_DIE—Invincibility
HARDEST_OF_ALL—More difficult en-

DEADLY_MISSILE—Enemies start with secondary weapons

VR BASEBALL '97

Cornet Starlium

Choose any game mode and access the Game Options (or "Game Setup") screen. Highlight "Credits" and press □, O, □, O, △. You'll return to the previous menu, where the nam of the stadium should now be green. Start the game and you'll be playing in a field of corn.

VR SPORTS POWERROAT RACING

Enter one of the following names at the "Name Entry" menu to get different effects as follows

DEFDRM—Gives the racers huge heads LARGE-Gives the boats huge motors

VYFNINIS Secret Characters

At the character-select screen, highlight any character and press L2, L2, R1, R1, R1, Down, Δ, Δ, Δ, Δ, Χ. You'll hear a kung-fu movie shout ("Atoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox, He's fast, he's strong, he's skilled and he velps like Bruce Lee each time

his racket touches the ball. To find a female secret character, access the character-select screen and highlight a player as before. This time, hold L1, R2, Up and (; then, while holding those buttons down, press X. You'll hear a little "Yelp!" to confirm the code. When the match starts, you'll be controlling Aversa, a female charac-ter with the skills of Mattox.

WARCRAFT IE THE DARK SAGA

Press START to nause the name at any time then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.

NTTCLNS-instant mission victors YPTFLWRM—Instant mission lo TSGDDYTD-Enable "god mode" GLTTRNG—Extra gold HTCHTXNS—Extra lumber V L D Z-Extra oil VRYLTT L—Extra magic Mana

D CK MT-Upgrades N S C R N—Show entire map M K T S—Fast building T H R C N B N L—Instant scenario victory N V R W N N R—Game never ends

Tides of Darkness: Human Passwords HILLRRD-Mission 1 M B S H T M-Mission 2

HSTHSH-Mission 3 TTCKNZ—Mission 4 HT1 RRD-Mission 5 D N L G Z—Mission 6

GRMBTL---Mission 7 TYRHND---Mission B BTTLTD—Mission 9 PRSNRS—Mission 10 BTRYLN—Mission 11

RTTLTC-Mission 12 S S L T N B—Mission 13 GRTPRT...Mission 14

Tides of Darkness: Orc Passwords Z L D R—Mission 1 RDTHLL-Mission 2

RCSTHS—Mission 3 S S I T N H-Mission 4 R D I N D S-Mission 6

FLLFST-Mission 7 R N S T N T-Mission R RZNGFT—Mission 9 DSTRCT-Mission 10

D D R S S Q-Mission 11 T M B F S R-Mission 12 S G F D I R-Mission 13

FLLFLR-Mission 14 The Dark Portal: Human Passwords

BTTI FR-Mission 2 BYNDTH—Mission 4 SHDWSS—Mission 5

FLLFCH-Mission 6 DTHWNG-Mission 7 CSTFBN-Mission B HRTFVL—Mission 9

RTTLFH-Mission 10 D N C FT H-Mission 11 BTTRTS-Mission 12 The Dark Portal: Orc Passwords

S L Y R F T—Mission 1 S K L L F G—Mission 2 THNDRL-Mission 3 RFTWKN-Mission 4

NWSTRM-Mission 6 S S F Z R Y-Mission 7

SSITNK Mission 8 DPTMBF—Mission 9 LTRC-Mission 10

YFDLRN-Mission 11 DPDRKP-Mission 12 WARHAWK

Special Access Codes
Choose "Special Access" from the main me and enter the passcodes shown below for different effects or level warps. CHEAT CODES

O X A A-Preview the Epiloque O □ △ × × □—Check the Special Up-

○○×△ □---Preview the Movies × ○ ○ □ × △ ○ △—Kall Mode (Powered-Up Weanansi □ □ △ X △ △—Thor Mode (9999 Flash

△ △ ○ △ □ △ △ X—Infinite Weapons

○ ○ ○ _ X △ X X—Warhawk A-La-Mode (Infinite Weapons + Invincibility) STAGE CODES

△□×△××□□—Desert Level △□×△○□○ X—Pyramid Has Riser △○×△○○×□--Desert is All But Done O △ △ × O O □ O—Canyon Level O □ O □ X O O △-In the Canyon with

○△×□○○△△—In the Canyon with Belle O □ △ □ △ △ △ □—In the Canyon with

OOO A A A Approaching Uma △ □ △—Airship Level X △ X □ □ △ □ △—Airship Level X ○ △ △ ○ ○ ○ X—Post Transformation Airship X □ △ ○ X △ □ □—Airship Rear Hanger is

Open □ △ × × × △ ○ □—Volcano Level □□×○△○□△—Volcano Boss is Active △○△○△×□—Gauntlet Level △ ○ × △ ○ × △ □—East Gauntlet Boss △ ○ ○ □ △ ○ ○ X—West Gauntlet Boss $\triangle \bigcirc \bigcirc \triangle \triangle \times \square \triangle$ —In with the Gatekeeper $\triangle \times \triangle \square \bigcirc \times \bigcirc \longrightarrow$ Stormland △××□○□○ X--Above 1st Force Field △ × △ △ △ × ○ △—Above 2nd Force Field △ × □ ○ △ × △ □—Above 3rd Force Field ∧ X □ ∧ ○ □ X X—Kreel's Door is Open

△×△□□□×△--Face-to-Face with Kreel

WCW NITRO

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, L2, SE-LECT; you'll hear a sound to confi Now you have access to 48 secret characters.

Secret Arenas At the options menu, highlight the "Ring" ontion. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings.

Change Body Size Enter one of the following codes at the Char acter-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the

same code again or enter a different code.

* Big Head—R1, R1, R1, R1, R1, R1, R1, R2, SELECT Head, Hands and Feet-R2, R2, R2, R2, R2, R2, R2, R1, SELECT

 Swelling Head—L1, L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)

Secret Track

Enter the following code at the "Select Num ber of Players" menu; Highlight "One Player" then hold R1, L1, Right, START, [] and O and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar."

Rapier Class If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SE-LECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to

WIPFOUT XI Secret Team

choose the Rapier class.

At the main menu, hold L1 + R1 + SELECT and press X, X, X, X, O, \triangle , \square . The Piranha team will become available at the Team menu. At the main menu, hold L1 + R1 + SELECT and press □, O, △, O, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available cluding the secret Phantom class. (If you wish to activate the Phantom class without using "Access All Tracks" cheat, just hold L1 + R1 + SELECT and press A. A. A. O. O. O. O. Infinite Energy

During the game, press START to pause, then hold L1 + R1 + SELECT and press A, X, Q, O, A. X. D.O. Infinite Time

During the game, press START to pause, then hold L1 + R1 + SELECT and press △, □, ○, ×, Infinite Weapons

During the game, press START to pause, then hold L1 + R1 + SELECT and press X, X, □, □,

Mini Gun During the game, press START to pause, then # hold L1 + R1 + SELECT and press □. O. X. □. O. X. A.

Passwords Enter the following passwords to access two
 new Race Type options

 Challenge !──○○△○△△○□□△×□

 Challenge !──○○△○△×□×△△×○○

Funny Ships Furn the PlayStation on and hold L1 + R2 + SELECT + START until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a plg, a flying saucer and other weird shapes.

WWF IN YOUR HOUSE

Cheat Codes At any time during the game, press the START button to pause, then enter any of the fol lowing cheat codes; the screen will flash to confirm each one.

Invincibility-R2, L1, R2, L2, R1 Charge Combo meter with one hit-R1, L2,

R2. L2. Right Increase damage of each attack--- Up, Up, L1,

Decrease damage of each attack-Down, Up, L2, Right, Left

Turn off computer control of opponents— Left, Left, Up, Down, R2 Automatic Superpins—Down, Down, Down, Down, L1 (When the words "Pin him!" appear

final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.) Note: The Automatic Superpins may not work

if you've entered the "Turn off computer con trol of opponents" code. To deactivate any of the above cheats, just enter the same code

WWF WRESTLEMANIA: THE ARCADE GAME Cheat Codes

At any time during the game, press the START button to pause, then enter any of the fol-lowing cheat codes; the screen will flash to confirm each one:

Invincibility—X, △, R2, Up Stop the Timer—X, \triangle , R2, Left Super Strength—X, \triangle , L2, Dow

Weaken Opponent-X, △, L2, Right Combo Code

At the player select menu, hold the L1 and R2 buttons and press □, X, O, △. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after vou've just finished a combo. Note: In a oneplayer game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press START on Controller 2.

X-MEN VS. STREET FIGHTER

Secret Options Menu

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, Right, ○, L1; you must enter this code very quickly. If you've done it fast enough you will be taken immediately to a secret "EX Option" menu with two special options:

"Game Mode" lets you use a limited version of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen. Player 2 must choose the same charac ters that Player 1 has chosen, but in the oppo

TIPS & TRICKS

site order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops,) If you've done all this correctly, when the fight starts you'll see that each o the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack vour annonent

If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs Mode

Play as Apocalypse

First, beat the game in Battle Mode at any dif ficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen. highlight Akuma, hold the SELECT butto press any action button. Apocalypse will appear as your chosen character. Here are some

of his moves;

→ \$\Delta \times \text{Punch—Ground Pound}

↓ y → + Medium Punch—Shoulder Rockets
↓ y → ጾ + Fierce Punch—Drill

↓ ¾ → ↓ ¾ → + any button—Mace

Alternate Chun-Li Costume Highlight Chun-Li at the character-select screen, hold the SELECT button and press any action button to choose her. Chun Li will ap pear in her Street Fighter Alpha costume.

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory Additional Color Choices

After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold SELECT. Now push any other button (including the L and R buttons) to choose different character colors.

Stage Select When your total playing time passes the 30hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character select screen in "VS Play"

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SE-LECT: you'll see a secret NECO comic strip.

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a con-

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map hold L1+L2+R1+R2, then SELECT, then START. The text box will say "XTAL" but you will really be fighting against NECO. Boss Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also de

feat XTAL. To play as NECO, you must play as XTAL or ZULU and defeat the game at the or "Hard" difficulty setting without using any

Flat Shaded Turbo Mode

The coolest Zero Divide cheat has two steps: You must play the game until your total play ing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold L1+L2+R1+R2 on Controller 1 and press Down. You'll see the words "Shadow Obj" appear in the corner of the screen. The "Shadow Obj" option allows you to play the game with characters made of flat shaded polygons instead of texturemapped polygons; it also eliminates the back-ground graphics. You'll find that the game's speed has been greatly increased. To disable this option, highlight "Match Point", hold L1+L2+R1+R2 and press Down again.



ADVENTURE ISLAND

At the title screen, after Higgins gets hit by nut, press Right, Left, Right, Left, A, B, A, B to access a stage select menu.

At the title screen, enter 0894 as your pass word. You will have 99 of each item.

Hard Mode

At the title screen, push Up, A, and B at the same time-you'll hear a tone to confirm the code. Press START to begin; the game will e, but the enemies will be more difficult to defeat and will do more damage,

BATTLE ARENA TOSHINDEN

When the Takara logo appears at the start of the game, press B. A. Left, Right, R. A. Down. Up, B, A. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game

After the Takara logo disappears at the start of the game, a picture of Ellis will appear When you see her, press Up, Down, A, B, Right, Left, A, B. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II

BATTLE UNIT ZEOTH

Stage Select + Invincibility

At the title screen, hold Down on the Dipar and press A + B simultaneously; you'li hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with in cibility. If you enter the code repeatedly. you'll start at different stages depending on how many chimes you hear; e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

BATTLETOADS IN RAGNAROK'S WORLD ive Extra Toads

At the title screen, hold Down, A and B, then press START. You'll start the game with five es instead of three

Sound Test At the title screen, press Up, Up, Down Down, Left, Right, Left, Right, B, A, B, A,

COMER'S ADVENTURE IN ASMIK WORLD

Enter the password ANCIENT to access a

BUBBLE BOBBLE PART 2

Stage Select
Enter ▶ 5 ▶ V as your password, then press the START button. A stage-select menu will appear on the title screen,

CASTLEVANIA III BELMONT'S REVENGE

Enter the password Candle, Candle, Heart,

Hard Mode

Enter the password Blank, Eyeball, Blank, Eyehall

Enter the password Heart, Heart, Heart,

CHASE H.O.

8 8

14

88

At the title screen, hold Down, A and 8 and press START. Use the A and B buttons to change your starting stage.

CONTRA: THE ALIEN WARS

Enter the password H2F2, then start the game. When you want to skip a stage, press START; instead of activating the "pause" fea-

ture, you'll be warped to the next stage.

DAEDALIAN OPUS

Stage Select Enter the password "ZEAL" to access a stageselect menu

DONKEY KONG LAND II

At the "Select Game" screen, highlight a saved game file, hold Left or Right on the D pad and press A, B, A, B, A, B repeatedly until you hear a signal. You'll enter that saved

game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any

DRAGONHEART

Stage 2—B C D L S T Stage 3—D C L T S B

Stage 4—LCTBSD Stage S-CBLSBT Stage 6—TTSCDC Stage 7-S D C D T S Stage 8—B V D V S C

THE FINAL FANTASY LEGEND

At the title screen, press SELECT + START + B and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

At the title screen, hold SELECT + R and press

GAME & WATCH GALLERY

Reset Cartnige Memory At the title screen, don't press Up, Up, Down, Down, Left, Left, Right, Right. If you do, you'll

lose all of your high scores and saved mile

GAME BOY CAMERA

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "?" option will appear between the Ball and "D3" items; shoot this object to play a secret game called Runi Runi Runi; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in Space Fever II also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence

To reveal the secret "?" photos in Album B. you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

 Page B3, photo t—Shoot at least 60 photos. Page B3, photo 2—Delete at least 60 photos. Page B3, photo 3—Transfer 15 photos to another Game Boy Carnera using the link cable.
• Page B3, photo 4—Receive five photos from

a Game Boy Camera that shows the male symbol of at the User Name screen.

• Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol Q at the User Name screen.

• Page B3, photo 6—Print at least 30 pictures

with the Game Boy Printer.

• Page B3, photo 7—Get a score of 3,000

points or more in the Space Fever II game.

• Page B3, photo 8—Get a score of 5,000 points or more in the Space Fever II game

• Page B4, photo 1—Get a score of 7,000 points or more in the Space Fever II game . Page B4, photo 2-Get a score of 500 points

or more in the Ball game. • Page B4, photo 3-Get a score of 700 points or more in the Ball game.

 Page B4, photo 4—Get a score of 1,000 points or more in the Rall name Page B4, photo S—Get a time of 17 seconds

or less in the Run! Run! Run! game. Page B4, photo 6—Get a time of 16 seconds or less in the Run! Run! Run! game

Each of the following tricks works in DJ mode when your character is on the screen:

• If you highlight "SE" and tap Right on the D-pad, the song will restart from the begin-

ning. Try tapping Right repeatedly to "stut-

ter" the first note.

If you highlight "SE" and hold the D-pad diagonally in the Up/Right position, the music will be temporarily transposed into a higher register. Likewise, if you hold Down/Right. the music will change to a lower key.

• If you highlight "Tempo" and hold Left on

pad, the music will play in reverse. Print DJ Music First, connect your Game Boy to the Game Boy Printer and turn the Printer on, Next enter DJ mode, press SELECT to access the

"Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is com plete.) You can use these printouts to ex change music data with your friends

Flip the Stamos When using the "Stamp" function, position any stamp on the photo and continue to hold A button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the A button at the right time, the stamp will remain flipped over on the screen. Change Speed

At the title screen, hold Up to make Mario dance faster or Down to slow him down. This also works on the funny face at the "View menu. You can also change the sneed of the "Slide Show" by pressing Up or Down.

GAME BOY PRINTER

Secret Message
Press and hold the FEED button when you turn the Game Boy Printer on, You can release the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GAME GENIE

Flip Characters

At the code screen, press A, Left, Left, A, B, Right, Right, B. The letters and numbers at the code input screen will flip over. Enter the same code again to return the rode screen to normal Secret Messages

To read secret messages from the Game Genie designers, enter any of the following codes at

· Up, Down, Left, Right Right, Up, Down, Up, Left, Up, Down, Up

 B, A, B, Right, Left, Down, Up
 A, A, A, A, B, B, B, START . Right, Left, Right, Left, Down, Down, Up,

· A, B, A, B, A, A, SELECT . B. A. Left, Right, SELECT · Up, Up, A, B, A, Down, Down

GEX: ENTER THE GECKO

Choose "Password" from the main menu and

enter the following code:

+++++ ↓↓↓↑⇒¢

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the B button and press the D-pad in the direction the arrow. To make an outlined arrow, hold A

THE HUNT FOR RED OCTOBER

the title screen, press B, SELECT, Left, Right, START to access a "Starting World"

Start With 25 Missiles

At the map screen, while your course is being shown, hold A + B and press Up, Down to start that stage with extra missiles, Start With 25 Subs

At the map screen, while your course is being shown, hold A + B and press SELECT, Up, Down to start that stage with extra sub-

JAMES BOND 007 To play three different card games, choose a

blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

Stage Select At the title screen, press A, Left, Right, Left, Right, B, then press START. A stage-select menu will appear.

THE JUNGLE BOOK

Press SELECT to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu

JURASSIC PARK

Stage Skip

When the title screen fades and the T-Rex opens his mouth, press Up, Down, Left, Up, Down, Right and SELECT, Repeat the whole sequence again, then press START to begin. Anytime during the game, hold START, then press SELECT to skip to the next stage.

KILLER INSTINCT

Boss Code

Choose any character; then, at the match-up ast before the fight starts, hold Right on the D-pad and quickly press SELECT, START, B. A.

THE KING OF EIGHTERS '95 Secret Coo

When the Takara logo appears at the beginning of the game, press the SELECTButton re-peatedly for different effects as follows:

Press SELECT three times to access two hid den characters, Saisvu and Rugal.

Press SELECT 20 times for one additional hidden character, Nakoruru.

If you press SELECT 25 times, you get the

hidden characters, plus you'll start each battle with your Super meter maxed out If you hold A + B and press SELECT at the Takara logo screen, you'll be able to choose the same character up to three times for a sin-

THE LEGEND OF ZELDA: LINK'S AWAKENING

ale team in Team made Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press SYART pause, then quickly press B, A, A, B, A, A. You'll immediately skip to the next stage.

LOCK N' CHASE

When the word "Start" appears at the title screen, press A, A, B, B, A, B, B; you'll h signal to confirm and the word "Extra" will ear in the corner of the screen. Press START and you'll begin the game at Stage 7-1.

MEN IN BLACK: THE SERIES Manhattan-2710

Sewers-1807 Aerodrome-0 3 0 9 Rooftops-2 7 0 S

Forest-3107 Game ending—1 9 4 3

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game press START to pause, then press SELECT; you will be warped to the end of the stage

MORTAL KOMBAT

Play as Goro First, defeat Shang Tsung and win the game Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as

well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press A. When the the high score table appears, press START; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of Mortal Kombat where you play as Goro and all of your opponents have been given new

MORTAL KOMBAT II Secret Character: Smoke

When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times usually after uppercuts or cool combos, As soon as you see him, hold Down on the D-pad and press the START button to warn to a battle against the secret ninja character, Smoke.

Secret Character: Jade Watch the "Battle Plan" that shows who your next opponent is in one-player mode. Whe square on the battle plan, defeat that oppo nent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninia, Jade.

NEA JAM TOURNAMENT EDITION

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Quick Hands-Left, Left, Left, Left, A. Right High Shots-Up, Down, Up, Down, Right, Up, A. A. A. A. Down

Slippery Court-A. A. A. A. A. Right, Right, Right, Right, Right Display Shot Percentage-Up, Up. Down.

Power-Up 3-Pointers-Up, Down, Left, Right, Left, Down, Up Power-Up Goaltending—Right, Up, Down,

Right, Down, Up Power Up Dunks—Left, Right, A, B, B, A Power-Up Fire—Down, Right, Right, B, A, Left Max. Power-Right, Right, Left, Right, B, B,

Right Powerup Offense-A, B, Up, A, B, Up, Down Powerup Push-Down, Right, A, B, A, Right,

Down Powerup Turbo-B, B, B, A, Down, Down, Up, Left Powerup Speed-Up four times. Left four

NEMESIS Power-Up Cheat

During the game, press START to pause, to press Up, Up, Down, Down, Left, Right, Left, Right, B, A. When you unpause, your ship will be upgraded will all of the weapon powerups in the game. Note: This code works only once per stage.

OPERATION C t with Ten Men

After the title screen appears, press Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Right, Right, Right, Right, A, B,

Stage Select After the title screen appears, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B,

PITEAU REYOND THE ILINGUE

START

Underground Caverns-FLTYWTRS The Volcano—G N G D W N The Prison—B N G D N S D The Scourge—S W P N G B L W

POCAHONTAS

Stage 2-KPGXH4T8 Stage 3-C M Q Z B 6 R 1 Stage 4--J W D L F 7 K S Stage S--T G N D X 3 V 9 Stage 6-HFSBD2M6

Stage 7—QZJRL1W4 Stage 8—BPXCV7Z3

Colors of the Wind-S D L F T 8 G 2 Stage 9-RWHJX9ZS Stage 10-M V N G B 4 C 6

Stage 11—K CQTD3W1 Stage 12—TBPRG5H8 Stage 13-QFCMX2B9

Stage 14-V D H K S 6 L 7 Stage 15—B N J H Z 1 R 9

While the words "Push Start" are flashing at the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up. A secret menu called "Popeye 2 Music Island" will appear. Use Up or Down and the A button to sample the game's music, or use Left or Right and B to hear any of the game's sound effects. The 'Round" setting is a limited stage-select; press SELECT to change the number, then press START to begin at any of the following stages 00---Round 1-1

01-Round 1-2

02-Round 1-3 03-Round 1-4 04-Round 1-1

05-Round 2-2 06-Round 2-3 07-Round 2-4

At the title screen, press Right, Up, B, A, Down, Up. B. Down, Up. B.

RAGING FIGHTER aracter vs. Same Characte Each of the following codes should be en-

tered at the title screen Press Up, Up, Down, Down, Left, Right, Left, Right, B, B to play against the same character

(same color) in a one-player game.

Press Up. Up. Down, Down, Left, Right, Left, Right, B, A to play against the same character (alternate color) in a one-player game ress Up, Up, Down, Down, Left, Right, Left,

Right, A, A to play against the same character (same color) in a two-player game Press Up, Up, Down, Down, Left, Right, Left, Right, A, B to play against the same character (alternate color) in a two-player game.

SAMURAI SHODOWN

ecret Characters To get three secret characters, press the SE-IECT hutton three times while Hanhmaru is shown in the opening demo.

SNOW BROS: JR

When the title screen appears, hold Left, Down, A and B simultaneously. Press START to become invincible.

Select Stage
At the title screen, hold Up, SELECT and B, then press START. Choose any stage and press START to play

SPUD'S ADVENTURE

Stage Select Enter BANCHOU as your password. A "Map Select" menu will appear.

STAR TREK Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the SELECT button and press Left to take a shortcut through hyperspace. You can only use this trick once in each level. Passwords

Planet Neural-0 5 2 3 . 4 Planet Kalanda—1 0 3 1 , 5 Planet Triskelion—2 3 0 7 . 6 Pallas X1 System—3 1 1 2 . 7 M-24 Alpha System-7 1 5 6 . 3

STAR TREK: THE NEXT GENERATION

Enter the cheat code "OVERRIDE" at the pass word screen. When Picard appears to se you on a mission, you can choose different as signments by pressing Up on the D-pad.

SUPER MARIO LAND 2—6 GOLDEN COINS

Gate Zone: Hold Up and press SELECT at the title screen Space Zone: Hold Up and A and press SELECT

at the title screer Turtle Zone: Hold Up and B and press SELECT

at the title screer Macro Zone: Hold Up, A and B and press SE-LECT at the title scree

Easy Mode If you are having trouble in a particular area, reset your game. When you enter the pipe room at the beginning of the game press SE-LECT. The words "Easy Mode" will appear in the top right corner of your screen. Pick the

pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level

T2: JUDGMENT DAY Slow Down

Give yourself enough time to complete Stage Three by slowing down the clock, Hold down SELECT while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release the SELECT button to move on to the next one.

TECMO BOW!

Washington vs. Washington-5 B 7 F B F A 3 nver vs. Denver—CFBFF7A0 Indianapolis vs. Indianapolis-43 AFFEAC Miami vs. Miami-4 6 A F F D A B Cleveland vs. Cleveland-49 AFFBA9 Las Angeles vs. Los Angeles-9 6 9 F D f A S San Francisco vs. San Francisco—9 C 3 F 7 F A 5 Dallas vs. Dallas-6 3 A F F F A S

New York vs. New York—269DFFA1 Chicago vs. Chicago—697BFFA5 Minnesota vs. Minnesota—AC37FFA9 Invisible Team vs. Chicago-3 9 7 B F F A 5 Championship Game: San Francisco vs. Den rer—1DAFF7A6 Championship Game: New Yourk vs. Miami-

24AFFDAD Championship Game: Seattle vs. Washing

TEENAGE MUTANT NINJA TURTLES

At the "Configuration" menu, press SELECT + A + B; a new "?" option will appear. Choose it to play any of three different bonus games. Refill Energy

When your energy is very low, press START to pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A; your energy will be refilled. Note: This code works only once per stage.

TETRIS -

Hold Down on the D-nad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

Special Hard Mode

Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then-when the difficulty sele screen appears-hold Up + SELECT and press A. Now you're playing in "Special Hard mode

Extra Puzzle Mode

Choose the "Password" option in Puzzle Mode and enter the password J 0 ! J 0 0 6 0 (those are zeroes, not the letter "O".) Now you're playing against a new set of creatures in "Extra Puzzle" mode.

Special Super Game Boy Borders you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the

title screen as follows Forest scene with Yoshi—Hold Down and press A Caves and tower—Hold Left and press A

Tree scene—Hold Up and press A
Crazy cubes—Hold Down and press START Cloud scene—Hold Left and press START Moon with frame-Hold Up and press START

Fight 2" Mode

At the title screen, press B five times. Then press START, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses Level Passwords

TIPS & TRICKS

Stage 2—ZFFFJJJF Stage 3—B/MMLLKA Stage 4—X S D D G G D M Stage 5—K C W G L L H K Stage 6—V G . L J J D M Stage 7---K. TDG G MF

Stage 8—X Z S C D D K K Stage 9—D F M Y L L D D Stage 10—Y G C P D D H L Stage 11—G V M Y L L C J stage 12--V/JVDDGK Stage 13—CJXTBBCF Stage 14—I L. Y L K K L Stage 15-LXWTBMM8 Stage 16-VSRPDCCH Stage 17—KBCDTFDF Stage 18—XDFGYKJF Stage 19—FICDTFCM Stage 20—TTGHPMJB Stage 21—DBVGYKGD Stage 22-. JRCRCKR

Stage 23—CY/BPMHF

Practice Bonus Games

At the main menu, hold Down and 8 and press START: a "Sub Game Select" menu will appear

Gam

0

TINY TOON ADVENTURES: WACKY SPORTS

Practice Mode
At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A; you'll hear a chime to confirm. Press START, then choose "Sports Festival" at the Game Mode Select screen. After the opening scene, an "Event Select" menu will appear, allowing you to practice any sporting event repeatedly

TRACK & FIELD

In the Hammer Throw event, release the ham mer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.

If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.

In Archery, if your arrow hits the ground be-tween the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

TRACK MEET

Choose "NEW GAME" at the main menu and enter your name as follows:

• Enter the name SNAKE to compete against

Irwin 8. Cheetin · Enter REGRUB and you'll face off against

 Enter the name APPLEII to change some of the signs in the background to Apple II logos.

TURRICAN

Chear Code At the options screen, press A, B, B, A, B, A, A, B, A, A, B, A, A, B, A, A, then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.)

WARIO BLAST

To play as Wario enter the password 2264. To play Bomberman enter the password 4622. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game ARIO LAND: SUPER MARIO LAND 3

Change Game Stats Pause the game and press SELECT 16 times. A cursor will appear in the lower left corner. fold A and B, then press Left or Right on the D-pad to move the cursor, Press Up or Down on the D-pad to change the numbers.

WHO FRAMED ROGER RABBIT?

Scene 2: DLT3QYBY Scene 3: GPLDM5RC Scene 4: M M C F G W X J Scene S: BGQTVKJP Scene 6: RTJBWN43

WORLD HEROES 2 JET

When the Takara logo appears, press Right, Left, A, B, and Up. Now you can play as "Jet" Code

At the title screen, press Up, Up, SELECT, A, Down, Down, SELECT, B. Now the gameplay is twice as fast.



· After you defeat Valerian the vampire—but before you go to the cave to get Gryzz-head southwest of Solace and walk around to the other side of the mountain. You'll find a cave just south of Gadel; inside is a woman with a witch's hat who will tell you about her longlost husband. Next, go back to Gigarl. Inside one of the houses, you'll find a man who talks about the pendant he's wearing keen talking to him until he repeats himself, then return to the woman in the cave and talk to her. Finally head back to the man in Gigarl; when you talk to him, you'll be sent back to the cave where he will be reunited with his wife

After the King of Gadel tells you to go to Chestoria and Agnus, go to Mycent Instead and head north, past the Graveyard of Ages. Explore the area beyond the graveyard and you'll find what appears to be an abandoned town; it won't be visible from the outside. In the north end of the town, you'll meet Olivia, but you must fight a huge robot called Iron Giant. Once you've defeated him, take Olivia back to Mycent for a valuable prize: You'll get a Quest Pass which gives you a 20% discount at all of the shops for the rest of the game. After you complete the four towers—but

before you enter Fargasta Tower—go to the town of Solace and enter the temple there. Speak to Leos and she will ask you to spend the night; you should agree. During the night, find everyone searching for Eka; you'll find her at the entrance to the town.

BATTIE MONSTERS Battlefield Select

In Vs. mode, choose your character with the A or C button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

BLACKFIRE Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press L, A, Z, Y, A, Down, Down. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the START button to pause. When you unpause, your fuel and weaponry will be maxed out. Invincibility

Also at the title screen-while the words "Press Start Button" are flashing—press and hold A, then B, then C; then release C, then B, then A. Next, press B, A, B, Y, then hold X, press Up, press and hold Down and release X. You'll hear a voice say, "You are on the wrong team." Now start the game and you'll find that your helicopter is invincible

Stage Skip

Again, at the title screen-while the words "Press Start Button" are flashing—press and hold C, then B, then A, then Up, then L. Next, release A, then C, then L, then Up. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels: Skip ahead one level; Hold A. B. C and Up and

Skip back one level: Hold X, Y, Z and Up and nress L.

BURNING RANGERS

Special Passwords

Note: You can't access the game's password function until you clear Mission 4. Once you've done this, enter one of the following passwords to play as any character with the "voice navigation" system replaced by Burning Rangers music:

ng Angers music.
Play as Shou, Mission 1—G 2 S H O U 2 J K Y
Play as Shou, Mission 2—3 S H O U 5 G H J K
Play as Shou, Mission 3—G F G F S S H O U S
Play as Tillis, Mission 1—N M 3 T I L L I S 5 Play as Tillis, Mission 2—B 5 T I L L I S 2 D Play as Tillis, Mission 3—5 T I L L I S 4 K L

Play as Lead Phoenix, Mission 1-G 5 4 L E A D 2 Z U

Play as Lead Phoenix, Mission 2-J 5 L E A D 4 Play as Lead Phoenix, Mission 3-2 LEAD6D

Play as Big Landman, Mission 1—3 B | G 2 B P L C K

Play as Big Landman, Mission 2—V Z S B I G 5 P G W

Play as Big Landman, Mission 3-J 6 B I G 3 O J

Play as Chris Partn, Mission 1-D H 5 C H R 15

Play as Chris Partn, Mission 2—K 3 C H R | 5 4 Play as Chris Partn, Mission 3—A D G 2 C H R I

Play as Iria Klein, Mission 1-K B 3 I R I A 5 K F

Play as Iria Klein, Mission 2—HTL2 IRIA 50 Play as Iria Klein, Mission 3-G HJ K 3 I R I A 2

Movie Passwords Enter any of the following special passwords

to see the different video sequences from the

MOVIETESTA MOVIETESTE MOVIETESTO MOVIETESTD MOVIETESTE MOVIETESTE MOVIETESTS

MOVIETESTH

MOVIETESTI

Voice Test To access a secret sound test menu that allows you to hear any of the "Voice Navigation Sys-tem" samples from the game, enter the pass-word "N A V I X X T E S T". When the menu

appears, press C to change the group of voice samples, press Up or Down to change the sample number—or Left and Right to skip ten samples at a time—and press A to hear each sample

COLLEGE SLAM

At the College Slam title screen-while the "Press Start" are flashing-press Left, Up, B, Up, Down, Up, Right, C. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity tea With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the letters on the team insignia Vs. Screen Cheats

Choose a "Head-to-Head" game and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands—Left, C, B, B, Up Max. Power—C, Down, C, Right Power-Up Goaltending-Down, Down, Down,

Up, Up, Up Power-Up Fire-Left, Right, Left, Right, Up,

Down, Down Power-Up Turbo-Down, C. Down, Down, Up Power-Up Offense—Right, Up, Down, Down, Up Power-Up 3-Pointers—Up, Up, Up, C, C, C

Power-Up Dunks-Down, Up, Down, Up, Down Un

Power-Up Push-Up, C, Up, B, Up, Up Push opponent and both fall—Up, Left, Left Push an opponent and only his teammate

falls—Down, C, Down, C, Down, C Teleport Pass—Right, Right, Right, Up, Up, Up High Shots—Up, Up, Up, Up, Up, Up, Down Speed-Up—Right, Right, Right, Right, Right,

Display shot percentage—Up, Up, Up, B, B, B Whirlwind—Up, Right, Down, Left, Up, Right, Dawn

COMMAND & CONQUER Power-Up Codes

At any time during the game, press START to

pause, then enter one of the following codes When you press START again to unpause, you will have access to the feature you requested as follows Nuclear Strike-A. B. C. Left, Down, Right, Up

Left, Down, Right, Up, A Ion Cannon—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B

Air Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C Extra \$5,000—Right, Left, A, B, C, Z, Y, X,

Right, Left Reveal Entire Map—Up, Down, Right, Left, A. Up, Down, Right, Left, A

COURIER CRISIS

Secret Characters
Choose the computer chip icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or

"XFIFTYONEX" to play as an alien. Wireframe Mode

At any time during the game, press START to

pause, then press Left, Left, Right, Right, Left, Right, Left, Right, When you press START to unpause, all of the polygonal graphics will change to wireframes on a black background.

Stage Passwords Level 1—E F L C I F C G K J

Level 2-IFL CIFCCKI Level 3-MELCIECOKI

Level 4—A FLCIFCKKJ Level 5—FHCLFIGCJL Level 6—FL CLF | CCIL Level 7—FP CLF | CCIL

Level 8-FDCLFIKCJL Level 9-KFLCIFCGII

Level 10-OFLCIFCCII Level 11—CFL CIFCOIJ Level 12-GFLC1FCKII

Level 13—FFCLFIGCJJ Level 14-FICLE LCCLI Level 15—FNCLFIOCUS

Stage Select

When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "J A W" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage. Vertical Screen

At any time during game play, hold L + Y and press X to rotate the screen 90" from its standard horizontal position, or hold L + Y and press Z to go clockwise. Now you can play the game if you turn your TV set on its sidewhich is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold L + Y and press B.

CROC: LEGEND OF THE GORBOS

When the title screen appears and the words "Press Start Button" are flashing, hold X + Y + Z; after a few seconds, the words "Enter Passwill appear. Now press Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right; you'll start the ne with all stages unlocked and all Gobbos and puzzle pieces collected.

THE CROW: CITY OF ANGELS

Ship_VYVYARVVYA Graveyard—YYYYAAYBXA

Church-BYBYXABAXA Day of the Dead-YXYXABYYYA Second Coming Club—BBBBXXBX
Judah's Tower—YBYBAXYBYA
Borderlands—BBBBXXBAYA

Finale-YXYXABYYAB

CRUSADER: NO REMORSE

Choose "Teleport to Mission" from the "Load Game" menu and use the L and R buttons to enter the password "L 0 5 R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, press A + B + C to refill your health and en-ergy or X + Y + Z for 2,000 extra credits, all of the items and all of the weapons with amr "Marna's Boy" Passwords

Mission 5-T D 5 5 Mission 10-X 5 G Z Missian 15-J F M 4 Secret "Realtime" Mission-I PTN

"Weekend Warrior" Passwords Mission 5-V D S S Mission 10-Z 5 G Z

Mission 15-K F M 4 "Realtime" Mission-M RT N "Loos e Cannon" Passwords

Mission 10-45 G 7 Mission 15-L F M 4 Secret "Realtime" Mission-N R T N "No Remorse" Passwords

Mission 5-X D 5 S Mission 10-1 5 G Z Mission 15-M F M A Secret "Realtime" Mission-PRTN

Ceyboard Sound Choose "Sound Test" from the main menu: when the sound test screen appears, press X, Y. Z. A keyboard will appear at the bottom of the screen; you can watch the keys light up as the music plays.

DUKE NUKEN BD Invincibility

During the game, press START to pause, then press X, Z, Z, X, Y, X, Y, Z, Y. You'll see the words "God Mode: On" at the top of the screen; now you're invincible. To turn "God Mode" off, enter the same code again All Weapors + Items

During the game, press START to pause, then press Z, X, X, Z, Y, Z, Y, X, Y. All of the game's weapons and items will be in your inventory. Stage Select

At the main menu-the one that says Game/Load Game" etc.— press X, Y, Z, Z, Y, Z, Y, X, Y, X, Y, this code must be entered quickly. You'll see the words "Choose Stage Cheat On" appear at the bottom of the screen. Choose "New Game"; the stage-select menu will appear after you choose a difficulty level. No Monsters

At the "select Skill" menu, press Z, Z, X, X, Y, X, Y, X, Z; this code must be entered quickly. A new difficulty level called "No Monsters" will appear; can you guess what happens when you choose it?

EARTHWORM JIM 2

Press START to pause the game at any time during play, then enter one of the following codes and unpause to activate the cheat: · Refill Energy-Left, A, Z, Y, Down, A, Y,

Down Refill Ammo-A, Up, Down, Right, Right, Left X.C

Nine Extra Lives-Y, A, Right, Down, Down, A, Left, Right Mega Plasma Gun-C, A, Right, Right, Up,

Down, Up, Left 3-Finger Gun-Down, A. Up, B. Right, Right. C, Right

* Barn Blaster-Y, A, X, Up, Right, Right, Left, Up . Homing Missile Gun-Y, A, Up, X, C, Left, Y, Up

FIGHTERS MEGAMIX

Access Hyper Mode Fight your way through Survival Mode, winning at least two fights in the three-minute trial, at least six fights in the seven-minute trial and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Made option.

Infinite Health & Stage Select After playing 500 games, go into the Options Plus menu and you'll see three more options; you can choose a caged or non-caged arena and you'll be able to give either player infi-

nite health Play as the AMP Palm Tree

Method 1: Clear all of the single-player courses with five different characters. Play 1,000 games and then choose course I: you'l be playing as the palm tree.

Method 2: Play the game for 84 hours. Then, choose Kuma with the Z button and you'll fight as the tree

Play as a Slab of Meat

Simply turn the Saturn on with Fighters Megamix inside 29 times (or reset the game and reload it 29 times). Then start a game, highlight Kuma at the character-select screen and press X. The meat's moves are almost identical to Sanman's.

Afterburner Cameo When fighting in two-player mode, if the B.

Mahler stage comes up, quickly hold the X button on both controllers before the words "Round 1" appear. If you do this correctly, the F-14 jet fighter from Sega's Afterburner games should fly over the ring.

GALAXY FIGHT

Highlight "Vs. Mode" at the main menu, then press and hold L, R and Y on both controllers. While holding those six buttons down, press START on Controller 1. When the characterselect screen appears, you'll find four addi-tional characters to choose from: Bonus, Yacopu, Rouwe and Felden.

GIAMIE SHARK Play Japanese Discs

Normally, the American Saturn cannot be used to play Japanese Saturn software: the operating system refuses to recognize an im-port disc as a CD-ROM and the game will not



Saturn tips

load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without incements. Now hold down the X, Y ar Z buttons and press START; the game will magically load just as if it were being booted on a Japanese Saturn.

During the game, press and hold the START button; the status menu will appear. You must continue to hold the START butte while entering the following code: A, R, Down, Right, Up, A, L. Now release the START button and press it again to return to the game; you'll see that you are now invincible and you have an infinite supply of all the weapons in the game.

THE HOUSE OF THE DEAD

During the game, hold L + R and press Y, Y, Y; you'll hear a sound to confirm the code. Now you'll never need to reload your weapon.

Score Display During the game, hold L + R and press X, X, X; your score will appear on the screen. To re move it, just enter the same code again.

Secret Characters Choose "Saturn" mode from the main menu; when the character select menu appears, hold L+R and press Up, Down, X, Y, Z; you'll hear signal to confirm the code. Now cycle through the characters and you'll find two new ones, you can choose to play as Sophie or one of the recearchers

Cheat Menu At the main menu-the one that says "Arcade/Saturn/Boss Mode" etc.-press L, R, R, L, L, R; you'll hear a signal to confirm the code. Now highlight "Arcade" or "Saturn" mode. hold L + R and press START, A or C. If you chose "Arcade" mode, the cheat menu will appear; if you chose "Saturn" mode, you must continue to hold L + R when choosing your character until the cheat menu appears. The cheat menu allows you to start at any stage, become invincible (set "Lives" to "Infinite") or even change the color of the enemy charac

ters' blood. Remove Pause Menu

To remove the "Continue" box that appears when the game is paused, press X + Y + Z.

INDEPENDENCE DAY

Choose "Options" from the main menu, then select "Player Name" and enter your name as "RADARMY". Now return to the main menu (the one that says "Single Player/Multiplayer/ Options") and press Left, Right, Up, Down, X, Y. A "Cheater" menu will appear with 12 different cheat options.

Cheat Code

When the status screen appears that shows the date before you begin your turn, press Up, Gown, Up, Down, L, A, Z, Y; you'll h trumpet fanfare to confirm the code. Now start your turn and you'll find that you can use the "Make" or "Allocate" commands on any location on the map.

Multiplayer Campaign Mode When you play Iron Storm in Campaign mode, you can't use the "CPU/User Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just select "Sound" from the Sys-tem menu, highlight the "SE" (sound effects) option and listen to sounds #5 and #66 with the C button. Once you've triggered these two sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set up a multiplayer

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the A button on Controller 2 immediately as this statistics screen appears you'll get a secret configuration menu that al you'll get a secret configuration menu that ar-lows you to change the way the animated se-quence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle).

LAST GLACIATORS DIGITAL PROBALL

Hidden "Victors" Table
At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it efore the credits roll, but hey, it's somet If you're some kind of nut who wants to watch the ending credits without playing the 'Victors" table, use this code at the title screen instead: C, B; A, A, B, C, Y, Z, X, Gown, Down, START.

Debug Menu ff you can read Japanese, you might get a bit

more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START. You'll be sent to a strange debugging menu with different win dows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the letters are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "COQA" and "CPK" items as soon as they're done playing.

Cheat Mode At the title screen, after the words "PRESS START BUTTON" appear, press Up, Up, Up, Up, Up, A, B, C, Down, Oown, X, Y, Z, START. You'll hear a sound to confirm the code. Now start the game: at any time during play (on any table), hold the X button and press you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press Z to trigger one of the current table's special modes; for exam-ple, on the "Gladiators" table, each the following modes can be activated by pressing Z when the corner number is set as follows:

- -Multiball 01—Roman Triumph
- 02—Retiarius
- 03-Bloody Arena (Two Ball)
- 04-Chariot Races (Three-Ball)
- 05-Extra Ball Lit -Senator Mystery Lit
- 07-SPOR
- 08-Thracians
- 09-Empire
- 10-Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

remove the numbers from the screen, hold X and press Oown: while the numbers are gone, hold Y and press Up to pause or un-pause the game without obstructing the screen, or hold Z and press Up repeatedly to step through the animation one "frame" at a

MANX TT SUPERBIKE

Choose Arcade Mode from the main menu. When the Transmission Select screen appears, highlight Automatic or Manual, then press Y and wait for the timer to run out. When the race starts, your racer will be wearing different clothes and riding a gray bike.

Access Superbike Made At the main menu—the one that says "Ar-cade/Saturn/Time Trial" etc.—press X + Y + Z + L + R simultaneously; you'll hear a shout to confirm the code. Now choose "Saturn" mode and you'll be able to access the "Superbike" mode even if you haven't previously qualified for it. You'll also have three extra "Super bikes" to choose from in the Saturn and Time Trial modes.

Choose any game mode. When you are asked to select your transmission type, press Up, Up, Down, Oown, Left, Right, Z, Y; you'll hear a sheep say, "Baaa!" (Note: When playing in Ar cade mode, you must enter the code quickly because there's a five-second timer on the transmission select screen.) Now start the race and you'll find that your bike-and all of your opponents-have turned into sheep, and the background music will play a deranged version of "Mary Had a Little Lamb."

MAXIMUM FORCE

Choose "Options" from the title screen; when the Options menu appears, press X, Y, X, X, Y, X, X, X, X, X, X, X, X, Y; you'll hear a sound to confirm the code. When you return to the title screen, you'll see the words "Arcade Mode Unlocked;" now the game will play exactly like the arcade version without the special modifications that were included in the home versions.

At the Start/Options screen, press R, L, R, R, L, R, L, L, R, L, R, R. A stage-select menu will ap pear; highlight the name of any stage and press A to warp to it.

PANZER ORAGOON SAGA

If you own a copy of Panzer Dragoon & Zwei and Panzer Dragoon Saga, there are some cool things you can do with your saved game files as follows:

. If there is a saved game of Zwei in your Saturn's backup memory, you will start off Saga with one hundred Dyne for every hour you clocked in playing Zwei; e.g. if you've played Zwei for five hours, you'll start Saga with S00

. If there is a saved game of Zwei in your Saturn's backup memory, you will be able to ob-tain a music box from the girl outside Vaiman's place in the Holy District; just keep talking to her. You'll see the music box near your backpack when you're in the camp. Access it to hear the theme from Zwei.

. Load up any of the four Saga discs. Next, open the Saturn without turning it off and re place the Saga disc with your Zwei disc. When you load up Zwei, you will see the opening movie of the first Panzer Dragoon game in stead of the usual Zwei intro.

" If you have a saved game of Saga in your Saturn's backup memory, you will have access to the special "Pandra's Box" cheats in the Options menu of Zwei

RAMPAGE WORLD TOUR

Stage S When the game is loading, you'll see a black screen with messages that say "Internal mem ory will be used for autosave" and "Press START." When this screen appears, quickly hold X + Y + Z and press the L button; the words "Cheats enabled!!" should appear Now start a game; when the name of the next city appears on the screen with the "Day number at the bottom, use the D-pad to se lect a different city before the "Now Load ing" message appears. Press Up or Down to cycle through the different countries and press Left or Right to change cities; you can even access all of the secret stages. Alternate Ending

When you beat the game and the ending se quence sequence begins, press A + B + C and continue to hold them down; if you do this, you'll see Dr. Veronica get an extra "surprise" just before the credits roll.

Secret Characters

Follow these instructions to add nine secret characters to your "Shining Force" of fighters:
• Chapter 1—Haywood Location: Sarraband Bridge Battle

During the bridge battle, be sure that Hay wood isn't killed. Speak with him before the battle is over and he will join your party. Chapter 2—Irene

Location: Luggage Bridge Battle
As with Haywood, be sure Irene isn't defeated
by your enemies. Speak with her before the attle ends and she will join you. * Chapter 2-Penn Location: Train

TIPS & TRICKS

During the train sequence, find the chicken feed and give it to the chicken near a window (it will follow you). Buy the Penn egg from a gypsy in Vagabond. At HQ, give the egg to the hen to hatch. Penn will hatch and escape,

but joins you later in Flagard. • Chapter 3—Noon

Location: Quonus

While battling the Kyon-shi in the Quonus graveyard, do not kill any of them; instead, have Khan free them with the Elbesem Orb. Noon will be waiting outside the mansion after you defeat the Vandal. · Chapter 3-Ratchet

Location: Quonus

Find the millhouse near the outskirts of the village. Free Rachet from his confines. Speak with him again in Vagabond; he will join you after the desert battle.

 Chanter 3—Justin Location: Vagabond

Go into Tent with the wounded soldiers. Speak with Justin. He will join your party after telling you the story of his battle. · Chapter 4-Horst

Location: Aspia

Enter the house full of soldiers located next to the church. Horst will be in a room with other fellow soldier. Sneak with him and let him join your party.

 Chanter 4—Frank Location: Flaghard

When you return to your home town, find Frank. You'll have to push him into your headquarters for him to join you. HQ is located at the northeast part of town. Chapter 5—Hagane

Location: Tower of Lookover

During the battle on the tower, have a mem ber of your party enter the ruins. Once inside, inspect the farthest pillar from the entrance. Hagane will join you after the battle

Duplicate Character Trick

SON C R

To have both players choose the same character in two-player mode, both players should highlight that character, hold the X button and ness A C or START.

STEEP SLOPE SLIGERS den Bonus Game

At the main menu, highlight "Options" and hold L+R+X+Y+Z+B+C; when the Option menu appears, continue to hold those buttons down and choose "Exit" with the A button. You'll access a secret mini-game called "Steep Slope Shooters," complete with storyline and introductory demo.

TOMB RAIDER

During the game, press START to pause, then press Down and access the passport. Turn to the last page of the passport ("Exit to Title") and press Z, Y, Z, Y, X, X, X, START; you'll hear Lara moan to confirm the code. Now press A: instead of returning to the title screen, you'll skip to the end of the current stage.

X-MEN: CHILDREN OF THE ATOM Hidden Character (Player 1 Side)

At the character select screen, highlight Spi-ral, wait for three seconds, then highlight the following characters in order for one second each: Silver Samurai, Psylocke, Colossus, Ice-Colossus, Cyclops, Wolverine, Omega Red. Silver Samural. (The movements for this sequence are as follows: Left, Left, Left, Left, Right, Up, Right, Right, Down.) When you stop on Silver Samural, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously. (in the default control configuration, that's A + C + Z.) If you've done this properly—the trick is to count slowly and deliberately—the announcer will say "Silver Samurai", but Akuma will drop down from top of the screen to take his place as your character

Hidden Character (Player 2 Side)
To do the Akuma code on the Player 2 side, ight Storm, wait for three seconds, then highlight the following characters in order for one second each: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. (The movements for this sequence are as follows: Right, Down, Left, Left, Left, Laft, Down, Right, Right.) When you stop on Spiral, want for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously as above.



At the Options Screen quickly enter L, R, START, SELECT, X, Y, A, and B on Controller 2. hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press Left or Right on Controller 1 to select stages

CYBERNATOR

At the title screen, highlight the word "On and then press and hold Up, L, R and START to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

DEMON'S CREST QFFF KNRR DDLR XGTQ

DONKEY KONG COUNTRY

Highlight "Erase Game" and enter the code B. A, R, R, A, L (BARRAL). You'll hear a chime,

Music Test Highlight "Erase Game" and enter the code Down, A, R, B, Y, Down, A, Y (DARBY DAY). You'll hear a chime. Use the SELECT button to

cycle through the sounds. Wo Player Competition Highlight "Erase Game" and enter the co-A, Down, B, Up, Down, Down, Y (BAD BUDDY), You'll hear a chime. Now you can

steal the character control from your partner at any time during the game.

Practice Bonus Rounds Enter Down, Y, Down, Down, Y (DYDDY) during the game's intro

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear. Press Right or any of the four action buttons to advance to the next tune, o press Left to go back through the list of

Cheat Mode Access the Music Test as described above. then press Down very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can cheat codes that will allow you to modify the

game as follows: "YA SAD LAD"—Highlight "Cheat Mode" and press Y, A, SELECT, A, Down, Left, A, Down; you'll hear a tone and a monkey noise to cor firm the code. Now you'll start the game with 50 lives

-Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the be-ginning of every stage—but all of the "DK" barrels have been removed from the game

Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door: you must avoid these two bananas throughout the entire sequence or

else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Un balloon; just walk out immediately. Back outside, you must carefully jump over the two ba nanas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two ba nanas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you Incredible 7\$ Kremcoin Now you can access the Lost World through Klubba's Klosks on any part of the island

DONKEY KONG COUNTRY 3: DIXIE KONG'S DUBÉE TROUBLE!

At the "Game Over" screen, wait for the song finish playing, then you can make the blocks jump up and play musical notes by pressing the L, R, A, B, X or Y buttons.

At the "Select Game" menu, highlight the saved game you want to play in and press L, R, R, L, R, R, L, R, L, R. The words "Enter Code" will appear at the top of the screen and the name of your saved game will turn into a password entry menu. Enter one of the foilowing code words; you'll hear Dixle giggle if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows:

LIVES-Enter this password to start the ga with 50 lives ASAVE-With this code in place, your game will automatically be saved after you com

plete each level without having to go visit Wrinkly Kong. COLOR---This code makes Dixie's clothes purple and Kiddy's pajamas green; it also changes the colors of the flags that mark each com-

pleted level accordingly. HARDR—This code is supposed to make the game more difficult, but we haven't figured

out how it works just yet. TUFST---Entering this password makes the game harder by removing all of the continue barrels from each level. If you play the full game with this code in place, you can get up to a 105% completion rating.

MERRY-This code changes the music in all of the game's bonus stages to a Christmas motifit also changes the stars and bananas in the bonus stages to ornaments and presents

-Enter this code to access the secret 'Dixie Kong's Music Test" screen, which al lows you to sample all of the background tunes from the game.

WATER-Enter this code, then start the game. Swim in the water to the left of Funky's Rentals without any vehicles and go up to the raterfall on the left side of the map. When you touch it, you'll discover a secret puzzle cave that's just like the caves where you find banana birds. If you repeat the sequence cor rectly, you'll be rewarded with up to 85 bonus coins, enough to pay Boomer Bear to blast away all of the obstacles in the lost world of Krematoa.

DOOM

Chainsaw Trick

With a chainsaw in your inventory, strange things can happen-namely, if you fire every round of ammunition for one of you weapons, the game will usually give you a new, more powerful weapon by mistake. Here's how it works: When one of your weapons runs out of ammo, the game is sup posed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weap progress in the following order; pistal, shot gun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage where there's no plasma rifle to be found. Experiment with this sneaky trick to learn how to make it useful in different situa

EQUINOX

At the title screen, press L, L, R, R, L, L, L, R, R R. L. L. R. R. L and R. The copyright box will turn green if you did the trick correctly.

Master Class

Choose the Expert Class and complete all five courses of any three leagues, placing first sec-ond or third. You will then be able to enter the Master Class

FIFA INTERNATIONAL SOCCER Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen Super Kick: Press B. A. then B eight times Invisible Walls: Hit Y three times, X. A three

times, B,

Crazy Ball: Press X. A. B. Y. Y. B. A. X. Crazy Curve Ball: Press B, A, R, B, Y, L to activate. (A ball kicked into the air can be steered

wildly with the L and R buttons.) Super Goalie: Press A five times, then Y five times

Super Offense: Press R five times, L, F Super Defense: Press L five times, R, L. Dream Team: Press A twice, B twice, Y twice

FINAL FIGHT 2 me Player

X twice

At the title screen, hit Down, Down, Up, Up Right, Left, Right, Left, L. R. The screen turns blue; now both players can pick the same fighter.

GRADIUS III Extra Credit

At the title screen, press the X button as quickly as you can. You should see the n ber of credits at the top go up. Press START before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code. Arcade Mode

At the Option screen, highlight "Game Level" and rapidly press A until you see the game level change to "ARCADE" 30 Extra Ships

At the title screen, press and hold L and then press A. A. A. START

Full Power-Un

Press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A and START to u

order.

tion.

Go to the configuration screen. Highlight the Music option and play 9, 8, 7, and 6 in that

THE HINGLE ROOK

Level Select/Cheat Mode At the Virgin logo, quickly press Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y. Now go to the Start/Options screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" op-

ILIRASSIC PARK II

At the Mission Select screen, press L. L. R. R. R, L, L, R, R, L, R, L, L, R, R, L, L, L, R, R, R. Now you can continue the game indefinitely

KEN GRIFFEY IR'S WINNING RUN Max Ability-

The following codes will only work in tw player mode:

Right, Down, Left, A. Down, SELECT. This will power-up your team's players for the current half inning.
• Slow Down—Pause the game and press Left, A, Right, Down, Y, SELECT. This will slow

Pause the game and press A,

down the opponing team's players for the duration of the current half-inning. Randomize Pitches—While batting, pause the game and press Left, Y, A, Right, SELECT

This will change your opponent's pitches to random throws for the duration of the current at hat Super Pitches—While pitching, pause the game and press B, A, Down, B, A, Left, Left,

SELECT to supercharge your pitches for the duration of the current at-bat. . Instant Home Run-If your current batter is

one of the eight players who appear in the game's Home Run Derby mode, pause the game and press B, Y, B, Y, SELECT; any fair ball hit during the current at-bat will be a home run Night Games

In a one- or two-player game, press START to pause, then press SELECT, Down, A, Y, START. The next time the camera angle changes to the overhead view, the game will change to a night game. If it's already a night game, this code makes it daytime again. This only works in outdoor stadiums

KILLER INSTINCT Boss Code

Choose Cinder as your character; then, at the "Vs." screen—the one that shows both char-acters' portraits just before the fight begins hold Right on the D-pad and quickly press QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH and FIERCE KICK, (In the default control configuration, that would be L. R. X, B. Y, A.) You'll hear the announcer say, "Eyedol!" When the fight tarts, you'll be playing as the boss. Easy Combo Breakers
At the "Vs." screen, hold Down on the Dipad

and press START; you'll hear the announcer say, "C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the your opponent started his or her combo with.

Reader Art Gallerv









LEGEND OF THE MYSTICAL NINJA

Level 2-4 L1 | x I

Level 3-j/p?N? Level 4-20 Y7;7

Level 5-5 w h : J : Level 6-x & T 4 > ▲

Level 7-k = " R d R

Level 8--: W d 3 + 3 Level 9---H --- W N x N

MAGIC SWORD

Highlight the word "EXIT" at the Option hold START+L on Controller 2 and press START on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the high est one you reached since you turned the

MAUL MALL ARD IN COLD SHADOW

Level 2-O V R B L P Level 3—CNFJT5 Level 4-P H M B T T

Level 5-N F X D O H Level 6—S X G D L J Level 7—M D V C B O

MEGA MAN VE

Choose the password option from the title

screen and enter the password 1415/5585 / 7 8 2 3 / 6 2 S 1. When all of the numbers/faces are in place, hold the L and R buttons on top of Controller 1 and press START. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a Street Fighter-style arena for two players. Mega Man's Arrow Slasher is ♥ ¾ → + Y and his Leg Breaker is ↓↓+B. Bass' Buster Kick is → ↓ ¾ + Y and his Sonic Crasher (while jumping) is → + Y. Both fighters can block by quickly pressing Up

Full Power Password

Enter the password shown above under "Hidden Versus Mode", but don't hold the L and R buttons when you start. You'll begin at Dr. Wilv's Castle with all items and weapons fully charged

Stage Select

"Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about sever seconds: you'll hear a lingle. Now you'll get a

MIGHTY MORPHIN POWER RANGERS: THE

FIGHTING EDITION Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y but-tons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

MORIAL KOMBAT 3

At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, able a "Pause" feature and see the ending credits.

"Kooler Stuff" Menu

At the main menu, press SELECT, A, B, Right, Left, Down, Down, Up, Up. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.) "Scott's Stuff" Menu

At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

MR DD)

When the Universal logo appears at the beginning of the game, press Left eight times. When the game starts, you'll have 99 lives in

Stage Select When the Universal logo appears at the beginning of the game, press Down eight times When the main menu appears, you'll find a stage-select option; press Left or Right to

choose your starting stage number. NBA JAM TOURNA JENT EDITION

Secret Character Initial Codes
Bill Clinton: Highlight "C", hold START and A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "" (the space character), press A.

Fresh Prince: Highlight "W", hold START and press Y; highlight "I", hold START and press B; highlight "L", press A. Frank Thomas: Highlight "S", hold START and

press B; highlight "O", press A; highlight "X", hold START and press A. Jay Moon: Highlight "J", press A; highlight , hold START and press A; highlight "Y",

hold START and press B. Secret Power-Ups Each of these power-up codes should be performed at the "Tonight's Match-Up screen

just before the tip-off. Max. Power: Right, Right, Left, Right, 8, B,

Right Powerup Goaltending: Right, Up, Down, Right, Down, Up Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold X and Y A, B, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any

part of the level.

To get to the secret battle in Dragon's Haven begin a new game and enter FIRESEAL as ur name. You must answer seven questions before beginning the game.

THE ROCKETEER Stage Select

At the title screen, press L, R, L, R, Down; you'll hear a sound to confirm the code. After you select the number of players, the stageselect menu will appear.

ROCKY RODELI Change Options

On the title screen, press START. As Rocky be gins running across the screen press Y, A, R, A, B, then A, Use the D pad to change the diffe ent elements of the game on the Extra Mode Screen. You can adjust the number of contin ues, the sound and your button configura

STREET RACER

Modify Character Abilities

Start a new game and choose any game mode. At the Driver Select screen, press X, Y, X, Y, X, Y, then hold the X Button. Continue holding X and use the D-pad to change your driver's abilities.

STUNT BACE FX

Pause Animation

Press START to pause the game. When the pause animation appears, press the R button to put the animation in slow motion. Press Y to speed up the car in the animation or press SELECT to run it backwards.

Change Views

Start a game in any mode. Press START to pause. Press SELECT and the car in the pause animation will go backward. Then press L, R, L, R, L, R, L, R. Unpause the game, and you'll have a new view.

Race Against the Computer in 2-Player Mode Start a normal two-player game and select both vehicles. Don't mess with Controller 2. When the race begins, if nobody touches Controller 2 for three seconds, the computer will automatically race against you. Warn

Select the "Free Trax" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race FX." When under the sign, press Jump to warp to the upper part of the "White Land" course.

SUPER GHOULS IN GHOSTS

Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit", hold L and START on Controller 2 and press START on Controller 1.

Sound Test

When the Nintendo logo appears at the start of the game, hold the L and R buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Con-

SUPER PUTTY

Press START to pause the game, then press R

A, L, L, Y. Now you can skip to the end stage at any time by pressing the SELECT hutton.

SUPER R-TYPE

First, select your playing level: then, when the title screen with the option selection on it ap pears, press and hold R (on top of the controller) and A at the same time. Now press Up nine times. Press START to begin play, then press it again to pause. Once you've paused

Beach,

the game, press R + A + SELECT. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty

Power-Un Code At the title screen, press Down, R, Right, Down, Right, Right, Down, Right, Down, Down. Start the game, press START to pa and press R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, Right. Select Power-Ups by pressing A-for Sky Attack Laser, B for Ground Attack Laser, X for Reflect Laser, Y for Spread Laser or R for Shot Gun Bomb. Next press either A for Homing Missile or X

TEENAGE MUTANT NINJA TURTLES TOURNA

Use Ultimate Attack in Story Battle Mode

At the title screen, enter the following code on Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X. Now you can do "Ultimate Attacks" against the computer in Story Battle 10 Credits

Use Controller 2 at the title screen and tap in B, B, B, A, A, A, X, X, X, X, X, X, Now go to the Option Menu using Controller 1 and you'll see that a 10-credit selection can now be made.

Press X, Up, Y, Left, B, Down, A, Right, X, Up

on Controller 2 at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing Right while Shredder is highlighted (or by pressing Left while Leo is highlighted.) Hyper Speed Mode

Press Up, Up, Down, Down, Left, Right, Left, Right, B, A on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

TETRIS ATLACK eed Code

When you first turn the game on and you hear a girl's voice say, "Nintendo!", quickly press B, A, L, L. You'll hear a signal to confirm the code. Now the game plays faster. With this code in place, Speed Level "1" is the same, but the speed scale has been adjusted so that the highest setting of "99" is roughly 25% faster than the "99" setting without the speed code in place. Play as the Bosses

Start a two-player game and choose "Time Trial" or "Vs." mode. When the character se lect screen appears, hold the L and R buttons on both controllers. The game's four bosses will appear as playable characters.

WEAPDNLORD

At the options screen, enter the password AYA YBB BYA AAY YBY AAA. This code allows you to play as the boss character, Zarak, in Story mode.

WAME ROYAL PUMBLE

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom, Hold the B buttor and press Y as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find your wrestler has been equipped with a Super Punch that re duces your opponent's health meter by half.

















THE ADVENTURES OF BATMAN & ROBIN

To skip the level you're currently on, press START to pause, then press 8, A, Down, B, A, Down, Left, Up. C. ("BAD BAD LUC".)

Stage Skin

During the game, press START to pause, then press A. B. B. A. A. B. B. A to warp to the end of the current stage. Cheat Meou

Choose "Options" at the title screen, then press A, C, A, C, A, C, A, C, B, B, B, B at the options menu. You'll be sent to the debug menu, with options for invincibility, stage skipping and more.

At the "Options" screen, press C, Up, Right Down, Left, A. Right, Down on Controller 2 Now start the game, and when you want to skip to the end of the current stage, press START to pause, then press C. A. B and un nause

BATTLETO ADS/DOLIBLE DRAGON

Press R A Down R IIn Down at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press Down, Up. Up. Down, A. B. B. A for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with

BIO-HAZARD BATTLE

Stage Select

As soon as the Sega logo appears, press and hold C. At the title screen, while still holding C, make a full clockwise circle on the D-pad. starting and ending at the Up position. You'll hear a sound to confirm; press START to get the level-select menu.

COMIX ZONE Invincibilin

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the follow ing code by placing the red checkmark cursor ber in order and pressing C:

3, 12, 17, 2, 2, 10, 2, 7, 7, 11 Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press START to

exit the jukebox and start the game; you'll see that your energy bar will never go down. Stage Select As above, choose the Jukebox and enter the

following code by placing the red checkmark cursor on each number in order and pressing

14. 15. 1B. S. 13. 1. 3. 1B. 15. 6.

Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press C to warp to differ

ent stages as follows:

1—Episode 1, Part 1 2—Episode 1, Part 2

3-Episode 2, Part 1 4-Enisode 2. Part 2

5---Episode 3, Part 1

6-Episode 3, Part 2

Press START to exit the jukebox and start the

game; you'll start at the stage you chose.

in most of the game's "panels," you can make

Sketch pass gas by rapidly pressing Down on the D-pad. It seems easier to do this if there are no enemies on the screen.

CRUE BALL Stage Select/Sound Test

Choose "Music Demo" and select "Twisted Flipper," While those words are on the screen, press A, C, A, B, then start the game. Before you launch the ball, hold Up and press B to raise the "volume level" to the next stage (hold Down and press B to lower the "vol-ume".) Now you can also enter a sound test by pressing A B and C together.

Press START to pause the quickly press C. B. B. C. C. A. C. B.

RIHWORK IIM

With the game paused, press A+Left, B, B, A A+Right, B, B, A. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

Super Cheat Code During the game, press the START button to pause, then enter the following code while the game is paused: A, C, C, A, B, A, B, Left. The "Super Cheat Screen" will appear, allow ng you to jump to any stage, become invinci ble (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

er Cheat Menu

Start the game and move Ecco left and right. Press START to pause while Ecco is turning— you have to catch him while he's facing you. Next, press Right, B, C, B, C, Down, C, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more. Invincibility

Input a valid password press START, and wait for the screen that shows the name of the current level with your password. Press and hold A and START, and hold those buttons until Ecco appears on the screen. Press START to unpause, and you'll be invincible.

Retill Energy

Pause the game at any time and press A, B, Right, A, C, A Down, A B, then press START to unpause: you'fl hear "Segal" and your en ergy meter will be refilled. Fireball Trick

Pause the game at any time and press A. B. Iht, A. C. A. Down, A. B. Right, then press START to unpause; you'll hear "Segal" to con firm the code. Now you can throw firebails by pressing the A button Stage Skip

Pause the game at any time and press A, B, Right, A. C. A. Down, A. B. Right, A; you'll "Sega!" and you'll immediately skip to the next stage.

GHOULS IN GHOSTS

At the title screen, press A, A, A, A, Up, Down, Left, Right while the words "Push Start Button" are flashing; you'll hear a signal to confirm the code. Now you have access to the following cheats during the game:

· Invincibility-Press START during the game to pause, then press A and unpause. Now re invincible, but you can still die if you fall off the screen. To disable this feature, just pause and press A agair

· Slow Motion-Press START during the game to pause, then hold the B button to play the game in slow-motion---or press C repeatedly to step through the animation one

JURASSIC PARK Super Cheat Mode

Enter the password "NYUKNYUK". Press START and the message "SECOND CON-TROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game Press the B button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold A on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings. Stage-Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<<" or ">>"), then press and hold A, B, C and START one button at a time, in that exact order. The SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a stage-select menu with a bonus sound test.

WHOAMAMA: Stage Two FLANDERS: Stage Three BROCKMAN: Stage Four SIDESHOW: Stage Five

SMAILLIW: Infinite Lives/All Doors Unlocked

LIGHTENING FORCE

When "Press Start" appears on the title screen, press A and START together to bring up the Configuration screen. Set the numb of ships to 0. Start the game and you've got 99 ships. Full Power

Pause the game during play and enter the following code: Up, Right, A, Down, Right, A, C, Left, Up, B, and Up. Press START and all weapons will be available to you.

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think...". Now highlight the EXIT option and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

GATES TO ANOTHER WORLD

Secret Cheat

Choose "View Character" from the non-com bat menu. When the screen says "View Which?", press and hold Left, A and C then release all three buttons at once. When the character menus come up, press Left repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird charac ters trade their treasures to the members of your party, you'll be able to get tons of

portant items quickly and easily. You can earn quick experience points by accepting the knight's guest-since you'll probably have immediate access to the weapon he asks forand you can sell the unused weapons for plenty of gold.

MORTAL KOMBAT

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a 'Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow fly ing in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you: turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage. Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press A, B, A, C, A, B, B. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A, with all fatalities and blood effects intact. Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing Down, Up, Left, Left, A. Right, Down. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press START; you'll get a hidden configu ration menu with many new options.

MORTAL KOMBAT II

At the options menu, put the cursor on "DONE!" and press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right, A new menu option called "Test Modes" will appear. The new menu options allow you to make ei-ther player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more

Fergality At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nastyl" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press Away, Away, Away, Block. That weird character is Fergus McGovern of Probe Software, de-veloper of the Genesis version of MKII.

MORTAL KOMBAT 3 Play as Smok

When the MK3 logo appears at the beginning

of the game and you hear a gong, press A, B, B. A. Down, A, B, B. A. Down, Up. Up. You'll hear Shao Kahn say "Smoke" and the background color will change from black to bloodred. Now Smoke is a playable character in both the one- and two-player modes. Endurance Mode

At the main menu, highlight the words "Start Game", hold the A and C buttons and press START. This takes you to a hidden characterselect screen in which both players can choose up to eight fighters for an Endurance match. Press START to register for the battle, then use Left and Right on the D-pad to choose a fighter for each box in the line-up. Press B to choose a fighter at random for the current

Reader Art Gallery











me Bezeh.



box, or hold Up and press START for a random selection of characters for all boxes Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate

Secret Cheat Menus

At the main menu, press A, C, Up, B, Up, B, A Down. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options.

Also at the main menu, press B, A, Down, Left, A. Down, C. Right, Up. Down. Another new menu item called "Secrets" will appear. Another cheat code that can be entered at the main menu is C, Right, A, Left, A, Up, C, Right, A. Left, A, Up, whith gives you a Codes* menu

NBA HARGIINE

cret Power-Ups Each of these codes should be entered at the 'Tonight's Matchup" screen just before the

ABA Ball—Hold Right, press A, B, C Rooftop Court-Press Left, Left+B, Left, Left+B

Hawaii Court-Press B. A. Right, Right, A. C. Up, Down, A No Drift—Press Down, Down, B, A

Computer Assistance Off-Hold Right, press C, C In addition to the above codes the following ups can be activated by using the A, B and C buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode-111 Fast Pass--127 Max. Speed—284

No Pushing-390 Hyper Speed—SS2 Max. Block—616 Max. Steal Ability—709 Max. Power—802

Goaltending Allowed-937

At the "Start/Options" menu, press Left, Up, Right, Right, Up, Left, Right, Right, Left, Left, Up, A new option called "Extra Options" will appear; here you'll be able to become invinci ble, disable the timer, warp to the "feast" stage and much more.

As the Sega logo starts to appear, quickly own, Up, Down, Left, Right, Left, Right, Up. Right, Down, Left, Up. B. If you want to use the cheat with a game that's saved in the cartridge's battery backed mem-ory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the START button and press A, B or C. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold START and press A, B or C to get four new configura

· Special Turbo; Answer "Yes" to speed up the game's menus and picture windows

Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.

Auto Battle: The opposite of "Control Oppo nent." this option speeds up and simplifies combat by allowing the computer to control your players during battle.

 Game Completed: This option will modify your adventure as if you've already beaten the game once

SONIC 8: KNUCKEES Stage Select

Play through the first stage until you reach one of the ratchet machines that allow you to pull yourself up. Jump and hang on to one of the handles, then—while your character is hanging from the handle—press Left, Left, Left, Right, Right, Right, Up, Up, Up; you'll hear a thime to confirm the code if you've en tered it quickly enough. Now press START to pause, then press A: the game should restart When the title screen reappears, hold the A button and press START to access the stage select and sound test menu. Note that you cannot access certain levels unless you have a copy of Sonic 3 "locked-on" to your Sonic 8

Stage Select with Sonir 3 "Locked-On" Play through the first stage until you reach one of the swinging vines with the handles on the ends of them. Jump up and grab the handle, then—while your character is swinging from the vine—press Left, Left, Left, Right, Right, Right, Up, Up, Up; you'll hear a ch to confirm the code if you've entered it quickly enough. Now press START to pause, then press A; the game should restart. Press Up or Down at the title screen menu until you see a new item called "Sound Test": this gives you the stage-select and sound test menu. Near the upper left corner of the screen is a small number which you can change by pressing the C button; this number represents the character you want to play with according to the following legend: 00-Sonic and Tails

01—Sonic 02—Tails 03—Knuckles Stage Select with Sonic 2 "Locked On" At the title screen, quickly press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, you'll hear a chime to confirm the code if you've entered it properly. Now hold the A button and press START to access the stage-

select menu Sarret Ronus Levels Plug any Genesis cartridge into the top of Sonic & Knuckles, If the screen says "No Way! No Way?", press A+B+C to access randomly-

generated sphere bonus levels.

Stage Select/Stage Skrp
At the title screen—while the Start" are flashing—press B, A, Right, A, C. Up, Down, A. The main menu will appear. "Start" from the main menu: the Level Select menu will appear. You can oose any stage, including the Tails and Knuckles bonus rounds. With this code in u can skip stages at any time by pressing START to pause, then pressing the A button to warp to the next stage.

Stage Select Choose "Options" from the title menu, -when the Options menu appearspress A. Down, B. Down, C. Down, A. B. Up. A, C, Up, B, C, Up; you'll hear a fanfare to con firm the code. Now return to the title menu and enter one of the following codes:

Hold A and press START to warp to the "Lava Powerhouse" stage Hold B and press START to warp to "The

Mathine" stage. Hold C and press START to warp to the "Showdown" stage.

SONIC THE HEDGEROG Stage Select/Sound Test

At the title screen-just as Sonic is starting to appear—press Up, Down, Left, Right. You'll hear a chime. Now hold the A button and press START to get a secret menu that allows you to start at any stage or hear any of the game's music or sound effects. Cheat Code

At the title screen-just as Sonic is starting to appear-press C. C. Up. Down, Left, Right, You'll hear a chime. With this code in place, you'll have access to the following features: System Reset-Press START to pause the game, then press A to reset to the title screen. Slow Motion-Press START to pause, then hold the B button to play in slow motion. If you tap the C button while paused, you'll adance the action one "frame" at a til

. Debug Mode-When the name of the cur rent zone appears in big letters at the start of a stage press the & button and hold it down until Sonic appears. Your "Score" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press B during gameplay to change Sonic a different object from the game; while Sonic is a different object, you can move the object anywhere in the current stage with the D-pad. Also, when in "object" mode, press A to change to a different object, C to place a copy of that object on the screen or B to change back into Sonic and continue play. Use this feature to modify the game's stages or even "draw" hundreds of gold rings on the screen; when you change back into Sonic you can pick them all up.

SONIC THE HEDGEHOG 2

At the "Sound Test" menu, listen to sounds 19, 65, 09 and 17 in order; you'll hear a thime when you activate the last sound. Next, return to the title screen, highlight "1 Player", hold A and press START to access the stage-select menu. With this code in place, you'll also have access to the following features:

. System Reset-Press START to nause the game, then press A to reset to the title screen. · Slow-Motion-Press START to pause then hold the B button to play in slow motion. If you tap the C button while paused, you'll ad-vance the action one "frame" at a time.

Chaos Emeralds Cheat At the stage-select menu (see above), high ght "Sound Test" and listen to sounds 04, 01, 02 and 06 in order; you'll hear the fanfare that sounds when you get a Chaos Emerald. This code gives you all of the Chaos Emeralds; you can grab 50 rings and jump to change into Super Sonic. You'll also be able to see the "good" ending when you beat the game.

After the Sega logo appears at the start of the game, you'll see a blurry scene of Sonic rushing toward you. The instant Sonic appears, quickly press Up, Up, Down, Down, Up, Up, Up, Up. You'll hear a chime to confirm the code. Note: This is a very difficult code to enter. You must press the buttons at a consis tent speed, starting at the exact moment when the screen turns black; you should finish entering the code just a split-second before the screen turns pure white. Use a very light touth on the D-pad and press Up and Down evenly, making sure not to touch the diago nals. If you don't hear the chime, just reset and try again. Once you've done it right, press

> Cason ¥,

> > Safe .

Up or Down at the title screen menu until you see a new item called "Sound Test": this gives ou a stage-select and sound test menu. list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features

· System Reset-Press START to pause the game, then press A to reset to the title screen. Slow-Motion—Press START to pause, then hold the B button to play in slow motion. If you tap the C button while paused, you'll ad-vance the action one "frame" at a time. Genes

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work Once you've collected seven stars, jump into the toybox and hold Down on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game

Stage Skip At the start of the game, wait for the Toy Story title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, press A, B, Right, A, C, A Down, A. B. Right, A. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit START and press A to warp imediately to the end

ULYMATE MORTAL KOMBAT 3 Secret Cheat Menus

At the main menu—the one Game/Options"—press A. C. Up, B. Up, B. A. Down. You'll hear Shao Kahn say, "Excellent!" and three cheat menu options will appear.

den Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 tim Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them. If you catch be-tween 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10. Refill Energy

During the game, press START to pa press A, B, Right, A, C, A, Down, A, B, Right, A to refill your energy counter at any time Super Cheat Menu

At the Options menu, press A. B. B. A. Down A, B, B, A. You'll be taken to a secret cheat menu that allows you to adjust your health meter and start at any stage with any

VECTORMAN 2 Reftill Energy

Press START at any time during the game to pause, then press B, A, B, A, Left, Up, Up. When you unpause, you'll find that your en-ergy has been refilled. Repeat whenever nec essary to keep your health maxed out.







TIPS & TRICKS

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10



This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments— and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at TIPS & TRICKS HI Scores, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in TIPS & TRICKS. Players-show this page to your local arcade owner/operator and spread the word!

JUST FOR FUN

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GAME	HI SCORE	NAME
CarnEvil	1,739,900	SDR
Time Crisis II	908,690	LAG
Area 51: Site 4	1,304,600	ABA
Mortal Kombat 4	64 wins	MGH
Maximum Hangtime	117-0	SKIPPY
Revolution X	7,022,640	CVC
Terminator 2: Judgment Day	6,908,250	"Cake" Nekola
Primal Rage	1,627,703	Maynard
Police Trainer	Commissioner	Birschanizer "
Maximum Force	231,670	LAG

ALADDIN'S CASTLE #05075
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GAME	HI SCORE	NAME
Time Crisis II (Solo Play)	1,025,690	YYR
Time Crisis II (Cooperative)	1,255,880	YYR & MND
Tekken 3 (Yoshimitsu)	2:11'91	D.B
Soul Calibur (Taki)	2:10'98	RMG
Cruis'n World (Hawaii)	1:42'69	CT1
Cruis'n World (Japan)	1:27'49	CT1
Cruis'n World (Australia)	1:26'45	DOG
NFL Blitz (Most Points Scored)	61	Ghost

EIGHT ON THE BREAK

340-346 North Ave. • Dunnellen, NJ 08812 • (732) 752-8880

GAME	HI SCORE	NAME
Street Fighter Alpha 3		
November 14 tournament results		
Eddie Lee (Queens,NY)	1st Place	
David Boudreau (Boston, MA)	2nd Place	
Jimmy Fong (Boston, MA)	3rd Place	
Scott Bradburn (Boston, MA)	4th Place	
Pete Talley (Staten Island, NY)	5th Place	
Ben Weng (Boston, MA)	5th Place	
Marc Aguirre (Edison, NJ)	7th Place	

FUN-O-RAMA 1605 W. 49th St • Hialeah, FL 33144 • (305) 558-8651

GAME	HI SCORE	NAME
Blitz 99	31 wins	DEE
Daytona USA 2 (Beginner)	2:15'93	RJD
Daytona USA 2 (Advanced)	3:08'24	DIE
Daytona USA 2 (Expert)	4:05'49	ARM
California Speed (Santa Cruz)	2:25'85	JOE
Street Fighter Alpha 3	31 wins	Victor "Cody"
Cruis'n World (Africa)	1:26'60	Danny Rodriguez
Tetris	998,041	Jason Wilson
Gauntlet Legends (Minotaur)	Level 29	Black
Gauntlet Legends	Finished	Chris

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GAME	HI SCORE	NAME
San Francisco Rush	2:25'00	Miami,FL
Gauntlet Legends (Valkyrie)	Level 71	SFw
Street Fighter EX 2	31 wins	ADM
Blitz 99	159 wins	BERTHA
Street Fighter III: 2nd Impact	1,047,207	FK
Time Crisis II (Link Play)	1,078,810	NRH & MPG
Addams Family (pinball)	3,142,775,000	PML
Cruis'n World (Hawaii)	1:38'01	SCH
Marvel Super Heroes vs. Street Fighter	2 wins	MOF
Street Fighter Alpha 3	11 wins	RYU

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		,
GAME	HI SCORE	NAME
Daytona USA 2 (Beginner)	2:20'58	DYN
Daytona USA 2 (Advanced)	3:08'22	DYN
Top Skater (Novice)	774,560	Joey Cuellar
Top Skater (Expert)	527,651	Joey Cuellar
House of the Dead	96,600	Ottis Pittman
Racing Jam (Beginner)	2:05'839	SIM
Ehrgeiz (Cloud)	81,470	LHK
Time Crisis (Story mode)	10:49'78	MMK

METROPOLIS

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GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurohihana
Street Fighter Alpha 3	2,978,300	Bob Tan
Puzz Loop	1,125,780	Jon Turner
Time Crisis II	1,004,310	Kurohihana
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Rogue Trip 301B39A8-0001-Enable Goliath 301839A8-0001—Enable Alien Saucer 301839AC-0001—Enable Helicopter 801D80B4-014A-Infinite armor, Player 1

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80112589-0000-Always place 1st 810C1DBC-FFFF + 810C1D8E-FFFF + 810C1DC0-FFFF + 810C1DC2-FFFF + 810C1DC4-FFFF + 810C1DC6-FFFF + 810C1DC8-FFFF + 810C1DCA-FFFF + 810C1DCC-FFFF--Extra cars

WCW/NWD Revenge 800FAF87-0000-Infinite time

8107F07C-3F03-Extra characters 800F9D25-00FF---Maximum spirit, Player 1 800F9D25-0000-No spirit, Player 1 800FA0D5-00FF---Maximum spirit, Player 2 800FA0D5-0000-No spirit, Player 2 800FA485-00FF-Maximum spirit, Player 3 800FA485-0000-No spirit, Player 3 800FA835-00FF--- Maximum spirit, Player 4 800FA835-0000-No spirit, Player 4 800FACE8-0014-Infinite time out of ring

6



The Legend of Zelda

THE LEGEND OF OCARINA OF TIME by Tyrone Rodriguez

elcome to the final installment of our quide to Ocarina of Time. It has been quite a challenge to bring you as much information as possi-

ble. We you hope have as much fun beating the game as we did. Just don't rush through it. A game like this only? comes along every couple of years. Next month we'll have some more songs that you can play on your Ocarina-I hope you like them.

Rumor has it that Nintendo is already in the planning stages for a sequel. Hey, I'm all for it, but I think I'll give other members of the staff a chance to do the strategy guide next time. I'll be taking a siesta for the next couple of months

SKUTTTULAS



The following is the Death Mountain list of Gold

Skulltulas that aren't in dungeons. The dungeon Skulltulas are rela-

tively easy to spot. Happy hunting!

shind the Know-It-All Brothers' House.

- (Young Link, Night)
- Behind the House of Twins. (Adult Link, Night) Plant a bottle of bugs into a bean hole and sprout a Skulltula, (Young Link)

Near the gate to Hyrule Castle. (Young & Adult Link) A Skulltula is hidden in the circle of stones near the

Gerudo Valley entrance. (Young & Adult Link) Hyrule Castle

- A crate in the Guard House of the Market has a Gold Skulltula. (Young Link)
- Play the Song of Storms near the castle entrance to reveal a grotto. (Young Link)
- Uncover a Skulltula in a tree at the entrance to the castle
- A Skulltula clings near an arch by Ganon's Castle.
- (Adult Link)

Lon Lon Ranch

- The Skulltula dangles in a tree at the ranch gate
- (Young Link)
- A Skultula lies behind the coral shed. (Young Link, Night)
 Find a Skultula on the northwest side of the shed.
- (Young Link, Night)
- A Skulitula hangs from the second story window of Talon's house (Young Link, Night)

A Skulltula hangs in a tree near the village entrance.

- (Young Link, Night)
- Behind the House of Skulltula, find an arachnid. (Young Link, Night)
- At the building under construction, discover a Skulltula hiding within. (Young Link, Night)
- Enter the graveyard at night to find a Skulltula.
 (Young Link, Night)
- A Skulitula blocks the lookout tower ladder.
- (Young Link, Night)
 Check the roof of impa's house. (Adult Link, Night)

- le near t<mark>he Skull releases</mark> a Gold Skulltula,
- The bean sprout leads up to a magic platform, the perfect hideout for a Skulltula. (Adult Link, Night) Another bean hole near the shortcut to Zora's Domain cultivates a Skulitula. (Young Link)

- The first cave on the right holds a Gold Skulltula (Young & Adult Link)

- (Young & Adult Link)

 A small nook above the entrance to Dodongo's lair is
 inhabited by a spider. (Adult Link, Night)

 After weithering the last of the falling rocks, discover a
 Skulltula waiting for you. (Adult Link, Night)

 A bean hole in front of Dodongo's Cavern looks
 promising, so plant bugs, (Young Link)

Goron City

- Find a Skulltula hiding in a crate in the top level of Goron
- Find a Skulltura microny in a clade in the distriction (city, (Young Link)
 The central platform creates enough of a shadow to hide a Skulltura beneath it. (Adult Link, Night)

- The shade of a ladder has enough darkness to protect a Skulftida (Young Link, Night) Sight a Skulftid swinging in the night breaze at the tree near the mouth of the river. (Young Link) Near the middle of the river, find a Skulftula. (Adult Link, Willand)

- - A Skulltula sits across a wall before the entrance to Zora's Domain. (Adult Link, Night)

When the waterfall freezes, it leaves a Skulltula stranded high above the frozen paradise. (Adult Link, Night)

- A tree in the southeast corner of Zora's Fountain holds another Gold Skulltula. (Young Link) Find a Skulltula just to the right of the fallen log. (Young Link, Night)

A grotto near the Great Fairy's Fountain conceals a Skulltula. (Adult Link, Night)

Lake Hylia

- The Island that unlocked the Fire Arrow has a Skulltula. (Young Link, Night)
 - Gold Skulltula inside a crate at the bottom of the de Laboratory's pool. (Adult Link)
- A Skultule waits for Link in the tree atop the Water Temple's mount. (Adult Link, Night)
 A bean hole near the lab releases a Skulitula with some bugs.
- (Young Link)

The telitale cound of the Skulltula can be heard along the outer wall of the graveyard. (Young Link, Night)

The bean hole works its miracle on the bottled bugs, produc-ing a Giant Skulltule. (Young Link)

To the east of the stairs is a Skulltula. (Adult Link, Night)

Death Mountain Crater

- Another bean hole near the crater spawns a Skulltula. (Young Link)
 Hear a Skulltula in a crate just inside the entrance to the
- Death Mountain Crater, (Young Link)

(Adult Link, Night)

- The carpenters can hear a Skulltula every night. Another Skulltula under the stone is there for the taking. (Adult Link, Night) The bean hole releases another Skulltula. (Young Link)
- High above the eastern wall of the fortress you'll find

The log bridge points to 2 Skulltula waiting against the dirt wall. (Young Link, Night)

other (Adult Link, Night)

- While riding on the Horseback Archery Range, strike the Skulltula behind the northern target pole.
- (Adult Link, Night)

Haunted Wasteland

The stone structure where you discover the phantom guide holds a Skulltula. (Adult Link)

Desert Colossus

- A Skulltula hangs in the nearby palm trees.
 (Adult Link, Night)
- The magic bean platform reveals the way to another
- Skulltula. (Adult Link, Night)

 Drop a few bugs in the bean hole and wait for the

 Skulltula to emerge. (Adult Link)



15

FIRE TEMPLE

After defeating the Forest Temple, head for Goron City. The once playful underground city is now a ghost town. Only a lone Goron rolls through its streets. Skillfully bomb his path; when you've blown him

out of his ball, you can speak

to him. He is the son of Darunia, Link's sworn brother. Darunia's son shares the same name as Link. After a long conversation Darunia's son will give Link the Goron Tunic.

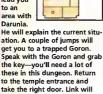
Make your way to Darunia's chamber, See the large Goron totem? Walk up to it and pull it out into the center of the room. This will lead Link to the Fire Temple's

entrance. Use the Hookshot to traverse the broken bridge. At the other side of the bridge Sheik will teach Link the Bolero of

Inside the Fire Temple take the left door.



This will lead you to an area with **Darunia**

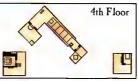


2nd Floor

Speak with the Goron and grab the key—you'll need a lot of these in this dungeon. Return to the temple entrance and take the right door. Link will find himself on a large wooden bridge in a fiery room full of moving platforms and wandering Keese. Both the left and right sides hold keys for the taking. Free the Goron in the

left room to get the first key. Use a bomb on the stone wall to

earn the next key. Return to the wooden bridge and cross to the other side of the room to get to the next door. Use the inclined plank to get to the other side of the next room. Use arrows or the

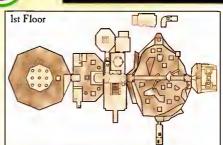


Hookshot on the Keese in this room. After all the enemies have been eliminated, you can climb the chain link fence. At the top you'll need to push a block on one of the pillars down to a hole on the ground floor. Once you've accomplished this, jump onto the large block. It will take you to a higher level in the temple, Enter the door. Inside the next room is yet another puzzle. Kill the two slugs in this area. A block next to a switch must be

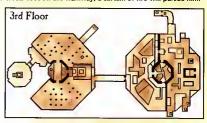


tion you must toss a bomb boulders straight out of Raiders of the Lost Ark. Explore this area to find two Gorons and two dungeon keys. Enter the locked door closest to the center of this area. After enter-

dropped to the ground floor then pulled out some more. Work your way up to the firewall that covers a chain link fence. From this elevated posidown at the switch below. This will stop the firewall temporarily, giving you enough time to scale the wall. The door at the top of this area will lead you to a circular area with rolling



ing the next room, be careful not to fall into the next small room because it'll take you a couple of minutes just to get back. It resembles the piano room from The Goonies. (Does anyone even remember that movie?) Use the Fairy Bow on the silver eye switch to unlock the door to Link's right. When the door becomes accessible, enter it to get the dungeon map. Return to the Goonies room and take the door to the right of the Map room. Beyond the door is a room full of boiling lava. As soon as Link sets foot on the walkway, a curtain of fire will pursue him.



Get to the other side of this area and enter the door; ignore the locked door to your left for now, You'll find yourself in the area

with the rolling boulders, but you'll be above them. Jump from platform to platform until you hit a switch that releases an imprisoned Goron. Return to the platform with the slug. Kill the slug, then use a Bomb on the cracked floor. This will lead you back to a lower level in the temple. Free the Goron and grab your key. Climb the fence and return to the circular room with the fiery curtain. At the center of this room is a locked door; you passed it when running away from the fire the first time. The other side of the door holds one of the most

annoying areas in this dungeon





This is an area of the temple that has a huge maze composed of firewall. Walk carefully in this area. When Link walks too close to a firewall, the fire will rise and he won't be able to advance. Watch for random boulders! Find the door at the central structure in this area and continue through. When you get to the other side, you'll need to flip a switch to extinguish the fire. Use a Bomb on the first door ahead of Link-it's not a real door.

5th Floor











The Flare Dancer must be defeated in the next room. Stand on the platform—there isn't much room on it—and use your Hookshot when the Flare Dancer stops to attack. Once you've knocked its fiery shield off, go in for some hits. Repeat this pattern to defeat the Flare Dance. Stand on the platform once it has been defeated. Another firewall will stop Link from climbing a fence. Do the same thing you did before to advance; use a well-placed hookshot or bomb to stop the fire and climb the fence, Beyond the door lies the Megaton Hammer, Step on the switch to stop the fire surrounding the Megaton Hammer chest. Now you'll have to hightall it to the chest before the fire starts up again. Once you've earned the Megaton Hammer, return to the switch. Use the Megaton Hammer on the block with a face on it. Once the block falls below, jump into the hole it left behind. Open the door and enter the next room. Use the Megaton Hammer on the small totem. This will cause a huge set of stairs open up. Grab a crate before you hop down the stairs. Use the crate on the blue switch down below. This will open the door ahead. Use the Megaton Hammer on the floor block with a face on it. Jump into this hole. Use the Hammer on the rusted switch ahead to open a door. Play the Song of Time to move the Block of Time. Jump over to the other side of this area and use the Megaton Hammer on the rusted switch to open the Goron cell. Grab the key and free the Goron. Exit the room and jump down the shaft. This will lead you to the area where you first met Darunia. Return to the main hall. Use the Megaton Hammer on the Totem blocking a doorway. Once the totem is out of the way, use a key to open the door, Kill all the enemies in the next room to

advance. Block the flying floor tiles in the next room and kill the Like Like. In the room after this, Link will battle the Flare Dancer again. You can use the previous strategy to defeat it or use the Megaton Hammer to make its fiery shield disappear. After you've bested the evil Flare Dancer, you can enter the last portion of this temple. The corridor ahead holds the last Goron and Boss Key. Work your way over to the room where you met Darunia. Use the Boss key here, it's time to battle Volvagia.

Subterranian Lava Dragon

To defeat the guardian of the Fire Temple, you'll need the help of the Megaton Hammer.

Volvagia will attack in multiple ways, First, it will creep out of the various holes in the platform you're on; second, it will









breathe fire; lastly, it will scream, causing a rock slide. When-

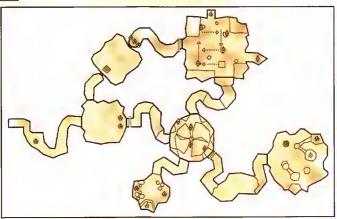
ever Volvagia pokes its head out of a hole, use the Megaton

Hammer. Right after you've hit Volvagia, pull out your sword

and do a couple of hopping slashes. The evil dragon shouldn't

ICE CAVERN

Upon exiting the Fire Temple, take Link to Zora's Domain. Before you leave Death Mountain, you may want to search around. Two large boulders block a passage leading to a Great Fairy. The Megaton Hammer can destroy these boulders. The Fairy found ahead will give Link an added Magic Meter. When you arrive at Zora's Domain, you'll notice that everything has been frozen. Ganon has placed a spell, which you must undo. Even King Zora has been prepped for the frozen seafood section Walk past the frozen king. Lord Jabu Jabu is gone, In his place are icebergs and Octoroks. Enter the cavern to your left. It'll take good jumping skills, but this cavern hides the Iron Boots.



Continue through the Ice Cavern until you meet up with four Freezards. Destroys these menaces to open up the next part of the cavern. Collect all the silver rupees in the next room to open the door above. Be extra careful when you are near the spinning ice blades. Get one of your bottles ready for the next area. Climb onto one of the platforms. Collect any hearts you may need. Once you're set on health go for the blue flame. Use the bottle to capture the blue flame. This will have to be repeated many times. The blur flame is used to thaw the red ice throughout the Ice Cavern. The frozen chest beyond the blue flame holds the cavern map. Be sure to pick this useful item up then reload on blue flames. Return to the previous room and use the blue flame on the wall to Link's left (the east wall); this will open another passage. Here you'll find a heart piece and the cavern compass. Reload on blue flame after getting the compass and heart piece. Go back to the room with the ice blades. Directly across from the room you just exited is a







wall which you can unfreeze with your blue flame. Beyond is another puzzle. The ice block must be pushed around so Link can acquire each of the silver rupees. The door above will open, now you can move the block to near the door and enter the next area.
Use the blue flame on the red icebergs blocking your way. Beyond the door is a White

enter the next area.

Use the blue flame on the red icebergs blocking your way. Beyond the door is a White Wolfos. He's very particular to temperature. Equip Din's Fire and fry this puppy. Two shots from the magical fire will do it. Nice and easy, wouldn't you say? Upon defeating the cold canine a chest will appear. Inside are the iron Boots. As soon as Link opens the chest and receives the Iron Boots Shelk will materialize. He will teach Link the Serenade of Water. Use this song to warp to Lake Hylia. Behind the chest is a

small hole full of water use the lron Boots to sink to the door below. This path will take you back to the entrance to the Ice Cavern. Before heading over to Lake Hylia you must return to the frozen King Zora. Be sure to have a blue flame in a bottle. When you return to Zorá's Domain use the blue flame on the king. He'll thaw and give Link the

Zora Tunic. Equip the blue outfit and warp to Lake Hylia. Jump into the drink. Use the Hookshot on the Green switch above the temple entrance. This will open the door. For future reference, the Hookshot is the only weapon that can be used underwater. Inside the temple you'll want to sink to the lowest depths possible. Enter the door with two unlit torches (it'll be to the right of the temple entrance). At the end of the corridor Link will encounter Princess Ruto, Link's bride-to-be will give Link the 411 on the Water Temple. After she splits remove the Iron Boots. Link will float up to another level in the temple. Enter the in this room, Defeat the four Spikes in the next room with your Hookshot then collect the temple map and return to the room with the Triforce

emblem. Play Zelda's Lullaby in





front of the emblem. Doing this causes the water level in the temple to change. Jump into the hole, down below you'll need to light two torches using your arrows in conjunction with an already lit torch (if you don't feel like using arrows then use one shot of Din's Fire). Once the door has been opened by the torch you lit you can enter, kill all the Shell Blades (use the Hookshot) and get a dungeon key. Go back to the main hall and locate the doorway directly across from the hall you just exited. There should be a gray block in the way. Push the block as far as you can. Now use the Iron Boots to sink into the water-you should



be on the block. Once you get to the end of the watery passage equip the standard boots to float up. When you get out of the water you must flip the switch to cause a flow of water to rise. Run through the water at full speed to use it as a platform. The next room has a powerful whirlpool that can take you by surprise if you're not ready for it. Use the flow of the water

to swing Link over to the underwater structure that looks like piping. From here you can hop into the doorway and use the Hookshot on the statue's mouth to open the gate temporarily. Kill the enemies behind the gate with your Hookshot. Find the chest and get the dungeon key inside. Exit the whirlpool room returning to the main hall of the Water Temple, Enter the locked door. Hookshot to the upper platform. When you find the Triforce emblem play Zelda's Lullaby. This will change the water level anew. Equip the Iron Boots and dive into the





water. Be cautious as you descend. You don't want to land on a spike. Under the floating block is a hole that you can use to sink even further. When you find a room with a crystal switch get ready for some more obnoxious enemies. Hitting the switch will cause some crustaceans to fall from above. Take care of the trash with your trusty Hookshot. The gate to right will open after all enemies here have been destroyed. Go through the gate and find the dungeon key inside. Return to the last area where you played Zelda's Lullaby after getting this key. Get to the ledge across from the floating block and exit. The water level outside is higher than it was before. Use the Iron boots to sink down below. Go through the doorway with a torch on each side (it'll be to the right of the exit). This area looks familiar, doesn't it? Float up to the room with the cracked wall. Use some Goron Crop (a Bomb) to breach this wall. Go get your prize, a dungeon key. Go back o the main hall. On the second floor is a hallway with two pots in front. Enter through there. Use the Hookshot to get to the top area. Flip the switch in this room to stop the geyser. You'll have a limited amount of time to get the chest. Once you reach the chest, pick up the Compass. Drop through the hole in the middle of the floor (be carefully of the spikes directly below). Follow the hallway back to the main chamber. Hookshot across to the center of the room, and locate the locked door on the opposite side of the chamber. Hookshot over to the door and enter. Kill the enemy within and flip the switch so the water flow will allow you to get to the next part of the temple. When you come to the Triforce emblem play Zelda's Lullaby. This will change the water level again. Dive into the main hall and swim to your left. Open the locked door. The waterfall ahead is quite a chore to climb. You need to use the Hookshot to reach each consecutive moving platform. Enter the locked door. Flip the pink switch with your Hookshot-this will raise the water level. Hookshot across the room. Lower the water (by hitting the switch) and Hookshot to the other platform. Hit the switch again and Hookshot to the grapple hookshot plate on the last statue's neck. Lower the water and climb then statue and raise it again so Link can reach the ledge above. Kill the enemies blocking the door then it's time for the subboss-Evil Link. Using the Goron Sword makes fighting you're the

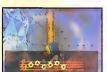
but the Biggoron Sword give you a huge edge (no pun intended). Use primarily horizontal slashes. If you keep it up dark Link should be no match. The illusion will disappear after he has been destroyed. The following room has the Longshot. A block behind the chest will move if you play the Song of Time. Drop down the hole. Swim through the currents until you find a platform with some pots on it. Swim to the platform and collect the power-ups inside the pots. From here swim to the

evil side of Link a breeze. He

has as many hearts as you do.









other platform and use an arrow on the gold switch. This will open the gate to the left. Inside you'll find a key and a way back to the main hall. Return to the main entrance chamber and enter the room where you originally met up with Princess Ruto, Swim to the Triforce and lower the water level. Enter the central structure in the main hall. Raise the water level like you did before. Exit the tower; look for a doorway with an eye switch directly below it. Use an arrow on the eye to open the gate then use the LongShot to

get across. As you walk down the hallway you should come across a block inside the wall. Pull it out as far as you can. When you can pull it no further exit through the only way possible. Longshot to the central structure and find the entrance with the eye switch. Repeat the procedure to get inside again. When you enter the same hallway you'll notice that the block is now in Link's way. Push it in as far as possible. With the block is

out of the way you can get another dungeon key. Return to the main area and dive down to the second tier. Enter the door that has a red floating block in front of it. In the next room you'll have to flip the switch to allow the water flow to raise Link to the next level. Once you get back to the main area play Zelda's Lullaby to raise the water to level to its maximum. Equip the Iron Boots and sink to the lowest part of the temple. Enter the doorway opposite the temple entrance. At the end of the submerged hallway use the Longshot to get out of the water. Enter the door ahead of you and cross the watery channel with Blue Tektites. Kill all the Stingers that follow before diving into the room below. Now jump down below and bomb the cracked wall. When you come to a block in your path push it as far as you can. You must push this block onto a switch that lies underwater. Once the block has depressed the switch the water level in this room will rise allowing access to the door above. The door will take you to a room with two Blue Tektites, three geysers and a yellow switch. Step on the switch and jump from geyser to geyser to get to the other side. When you see a waterfall with boulders fall from above, equip the Iron Boots and sink to the right. You will find a locked door at the end of a series of corridors. Unlock the door to find the Boss Key inside a large chest. Return to the main area and Longshot to a stone statue. Enter the door behind the statue. Climb the incline and enter the Boss Chamber.

MORPHA GIANT

Hop onto one of the four platforms in this room to begin the battle with Morpha. It's best to battle this boss on the sidelines. It's more difficult to keep track of it when it can attack Link from all angles. Choose a corner and hang out there. Morpha will attack by creating

arm-like extensions made of water. These extensions can really rock Link's world. Walt until it attacks then go for the nucleus with your Longshot. When you've extracted the nucleus use your sword to slash away. After a couple of slices the nucleus will return to the water. Repeat this simple pattern to beat the Water Temple boss.







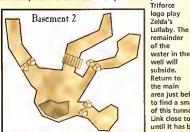


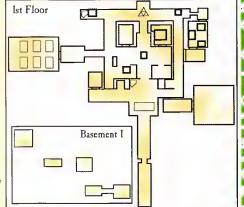
KAKARIKO WELL



Return to the past by entering the Temple of Time. Go to Kakariko Village well and enter the windmill. Play the Song of Storm inside. This will cause the water in the to lower. Jump into the well. Continue down a long

hallway until you come to the main hall. Note that the walls in the well are sometimes not what they seem to be. Rooms with invisible walls to Link's left and right both hold keys. Pick up the key to the right then the one to the left. Near the left key is an invisible wall that holds the dungeon compass. After picking up the compass head to the back portion of the well. When you come upon the





area just before the two keys. A small pool like area no longer has water. Hop inside to find a small hole that Link can use to go through. Dead Hand is at the other end of this tunnel. To defeat this mid boss you'll need to attract its attention by drawing Link close to one of its protruding arms. When it gets in range slash away. Repeat until It has been eliminated. Your reward is the Lens of Truth. You can now warp to the Temple of Time or continue to explore the well.

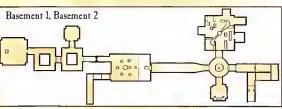


SHADOW TEMPLE

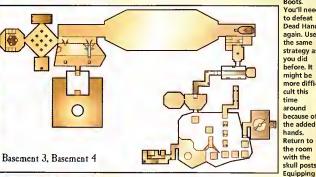


Adult Link's skills and talent will be necessary to conquer the Shadow Temple.

Once you've gone to the Temple of Time and changed into the older wiser Link warp to the Shadow Temple entrance. When you arrive at the locked entrance



equip Din's Fire. One plast from the central pedestal will ignite the torches. And in case you're wondering, it is possible to light them one by one. Have the Lens of Truth at the ready as you walk through the temple. It will show Link things he won't normally be able to spot. When you get to a room with some skull posts and a bird-like statue use the Lens of Truth to find the hidden door. Enter the door and trek forth. After the hallway Link can find the dungeon map in a room to the right. Exit the map room and head right again. The room at the end of this area holds the Hover



Boots. You'll need to defeat Dead Hand again. Use the same strategy as you did before. It might be more difficult this time around because of the added hands Return to the room with the skull posts.













the Lens of Truth you'll notice that only one of the skulls is real. Make the bird face this skull. With that out of the way equip the Hover Boots and bolt across the chasm. You'll make it. When you come to the end of a long hallway use a Bomb on the Beamos in the circular room. Take a right from the hallway to enter a room where you'll find the compass. Go directly across from the compass room to a room with two spinning reapers. Collect all the silver rupees to open a door giving you access to another Key. Exit this room. Use a bomb on the wall to the left of this room to open a door. Work your way down this

hall ridden with obnoxious skulltulas. Cross the next area by jumping from platform to platform, but watch out for the guillotines. The battle with the lone Stalfos should be easy. When the trash has been taken out. Jump onto the vertically moving platform. Wait until it has come to a full stop down below before jumping. Jump onto the next platform from here. Walk towards the Beamos and spinning traps. Collect all the silver rupees to advance. Use the Lens of Truth in the room ahead to find the hidden block. Pull the block through the two descending traps. Link won't get smashed by two the two traps if he uses this block. When you've crossed hop onto the block to find a switch. Step on the switch to reveal a chest. Longshot over to the chest to find a key. Return to the previous area. When you come to the last platform you were on use the Lens of Truth. Now you can see two invisible platforms. Pick up all the silver rupes here with the help of the Longshot. The room to the left holds another dungeon key. Toss a Bomb into the spinning statue's head to get to the key. Use the Longshot on a target on the ceiling to reach the locked door. Do your best as you walk down the hallway with fans. Make your way to the last fan when you reach a room with a long walkway and three fans. Use this last fan in conjunction with the Hover Boots and Lens of Truth. Kill all the enemies in the following room; now use a bomb on the junk pile in one of the corners. Use the Lens of Truth to see the invisible chest. Exit this room. In the large area with a barge Link must pull the block so he can use it to reach a ladder. Jump on the boat and play Zelda's Lullaby while standing on the Triforce logo. This will set the boat in motion. Quickly egress from

the vessel as it begins to sink. Enter the only door available. Equip the Lens of Truth to make your way through a confusing maze full of Wall Masters. The room to the left of the entrance holds a key. The room to the right has the Boss Key. When you enter the room with the Boss Key use Din's Fire to burn the trap sandwiching Link. Go back to where the boat sank. Can you see the large statue with Bomb Flowers at the base? Use a well-placed arrow to cause a chain reaction. When the statue has fallen you can use it to cross the large empty river. Use the Lens of Truth yet again as you attempt to cross this room with invisible platforms. Jump Into the small hole in the next room.



BONGO BONGO **Phantom Shadow Beast**

It's best to use both the Hover Boots and Lens of Truth for this battle. The Hover Boots will lessen the bounce of the tarp and the Lens of Truth will give Link sight of the huge drum-n-bass boss. Target each of the Bongo's hands and strike them with an arrow. While his hands are recovering aim for his single eye. When you've nailed it with an arrow quickly rush in and slash the tar out of his with your Biggoron Sword. As with the previous bosses, repeat this pattern to do him in. He has no other extraordinary patterns.









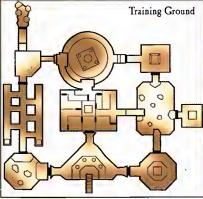
TRAINING GROUND







The Gerudo Training ground will be a pain in the butt to beat. Besides sneaking passed the perimeter security Link must also free four Hylian carpenters, Be extra careful when walking around the Gerudo Training. The female quards are quick to throw Link into a cell. When you encounter a purple guard, pull out an arrow and strike your target. Red guards hide keys to cell. These pesky enemies will send enemies back to the pokey if Link gets knocked down. Deku Nuts will freeze these opponents if they don't block. Use this opportunity to slash the female Gerudo, They tend to bounce around a lot. After you've defeated each one they will leave a key. When the last guard has been defeated she'll give Link the Gerudo Pass-Link will have a honorary membership to the fortress-this includes the



obstacle course that has the Ice Arrow. This pass will give Link access to multiple including the Haunted Wasteland, Speak with the guard at the top gate and have her open the gate for Link.





Link will need the Hover Boots and the Lens of Truth to cross the sandstorm. The Hover Boots will get you passed the first problem, a river of quicksand. After the river follow the flag Markers, use the Longshot to hook from post to post if necessary. When you find a circular formation of posts walk inside. There you'll spot what looks like a shrine of some sort. Equip the Lens of Truth to spot your spooky guide. This friendly ghost will show Link the way to the Desert Colossus.

SPIRIT TEMPL



Enter the temple, As an adult you'll find no possible way of continuing forth. After exiting the temple Sheik will teach Link the Requiem of Spirit. This handy tune can warp Link near the Spirit Temple. Warp to the Temple of Time and return to the past. Now as young Link warp to the Spirit Temple, Enter the temple, Link will meet Nabooru, This headstrong Gerudo despises Ganondorf as much as Link does. Help her out and she'll move out of the way. Now you can explore the templeas much as a young Link can. Destroy all the enemies in this room to unlock the doors. Take the one to the left. Defeat the Stalfos waiting for Link after the door. When you're out of danger use

the Boomerang to flip a yellow switch. The large chain link fence will fall over, you can walk across it. When you confront Anubis

you can use the switch in the room to trigger a ring of fire or you can burn Anubis with more ease by using Din's Fire. Enter the next room when you've defeated this enemy. Collect all the silver rupees to cause the chainlink fence to fall. Cross it and light both unlit torches. A chest will fall from above. This one has a dungeon key. Exit back to the room where you started and enter the center door. When you reach the second floor you'll need to give the sun on the floor some sunlight. Destroy the enemies in this room before solving the puzzle. The switch in this room will reveal a chest with a Bombchu inside. Use a Bombchu on the loose rock. When the rock has fallen



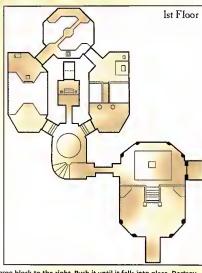






sunlight will shine and the door will open. The Armos in the room with the large Gerudo statue must be pushed off the ledge and onto a switch on the ground floor. If you want to earn the dungeon you must light both unlit torches. Do this by using a lit Deku Stick or Din's Fire, Go up to the third floor and enter the next room. This one is a handful. You won't run out of things to do in here. First, destroy all the Beamos; this will make Link's job a lot easier. Now, pull the sun block into the sunlight. Next collect all the rupees in the room to ignite one of the torches. Use a Deku Stick to light each consecutive torch. When all the torches have been lit a chest will fall from above. This chest has another dungeon key. Link will battle an Iron Knuckle in the room with the high pillars. To beat this tough to kill enemy slash after it has missed a chop. The hoping slash works best if you can get the tim-

ing down. Outside the Spirit Temple Link will find the Silver
Gauntlet and spot Nabooru being captured by Twinrova.
Teleport back to the Temple of Time and go back to the future
(sans the DeLorean). If you thought the temple was large before
wait until you explore it in its entirety. Warp back to the Spirit
Temple. Now that you have the Silver Gauntlet Link can move the large block to the right. Push it until it falls into place. Destroy

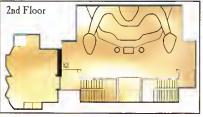


Temple. Now that you have the Silver Gauntier Link can move the large block to the right. Push it until it falls into place. Destroy the Beamos in this same room to advance to the next. Take the left door at the fork. Kill the Wolfos before you do anything in this room. After the doggy is dead play

Zelda's Lullaby while standing on the Triforce logo. You'll see a chest appear. Use the Longshot to swing over to the chest. You now have the compass. Exit to the previous room with the Beamos. Enter the right door. You should be a room with three moving boulders and



some silver rupees. Pick up all the rupees to unlock the door. Kill



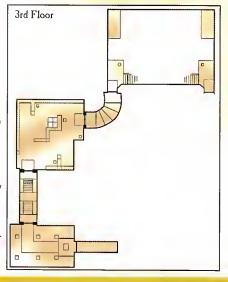
the Like Like in the next room before picking up the key. Return yet again to the area with the Beamos. This time take the middle route. Watch out for the Like Like as you walk





down the corridor. Climb your way up to the second floor. Push the Cobra Mirror until you find the real sun. When you have the next door will unlock. If you get too greedy with the chest in this room you'll regret it. After the Cobra Mirror room Link will be in the room where he originally found the dungeon map. Longshot over to the rusted switch on the far back portion of the room. The Megaton Hammer works great on this switch. The central door is now open. Use the Hover Boots to scurry over to the statue's left hand (it has the Triforce

emblem on the palm). Play Zelda's Lullaby to make a chest fall into the statue's right hand. Longshot over and collect your prize, another key. Enter the room you opened with the switch. Push two consecutive blocks into their holes. Once again, slam the rusted switch with the Megaton Hammer. Go back to the statute room and enter the locked door on the third floor, take



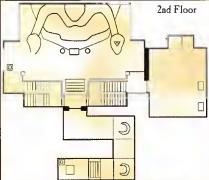


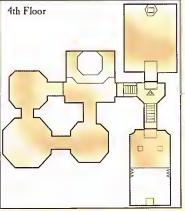




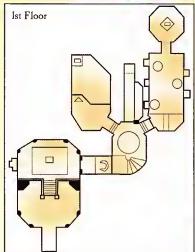
the stairs. Use Fire Arrows on the three Egyptian enemies in the room with the various holes. The preceding puzzle is a pain. Link must lure an Armos onto the blue switch. This will open the locked door. But if the Armos steps off the switch the door will close again. Be patient and it'll happen. Follow the corridor until you reach an Iron Knuckle. Defeat it just like you did when you were a child. It should be much much easier since you can use the might Biggoron Sword. Beyond the Iron Knuckle room lies the Mirror Shield. Now Link's attire is complete. He can fight style with the Biggoron Sword, Goron Tunic and Mirror Shield, All super heroes have

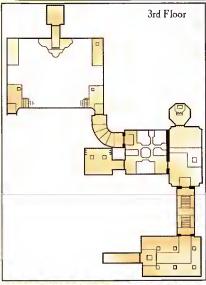
to color coordinate, Link's no different. Going back to the room with the Armos' Link will have to use his new shield to reflect the incoming sunlight onto the sun on the wall. With that done he can enter the room with the key inside. Return to the Anubis room and use the key on the locked door. Destroy all the enemies within this room and carefully climb the moving wall. I'll take some timing on your part but a couple of tries and you'll be up. Walk forward until you see the Triforce emblem. Play Zelda's Lullaby. Enter the door ahead of you. Kill all the slugs and destroy all the false doors before solving this puzzle. Hit the yellow yee switch with an arrow then use the Longshot to





swing
up to
the
platforms
above,
step on
the
switch
and
pick up
the Boss
Key.
Exit the





and head to the right. Watch out for flying pots as you enter this room. Use a swing from your sword to flip the switch behind the bars. This will unlock the door ahead of you. The only way to get the sun down to the main room in this area is to rotate two Cobra Mirrors. The first is easily accessible. The second can only be reached by blowing a hole in the wall. Once both mirrors pull the sunlight to the larger mirror Link can step down and reflect the light onto the sun. The platform will descend to the second floor. Reflect the sun's rays on the statue's face. It will crumble revealing a hidden doorway. Longshot across to the Boss chamber. Before you battle the twin witches you will defeat yet another Iron Knuckle, You know what to do.

TWINROVA

The twin sisters are invulnerable to their own magic but extremely susceptible to their counterparts brew. The two will fly around the arena like bats out of hell. Each one will usually take her shot at Link. Use the Mirror Shield to reflect their juice. Try to have both in the same area when you go for a hit.

Z Target the one you'd like to hit, but keep an eye on the one shooting the magic. That is, if you would like to hit the Koume, target her but be more watchful of her sister. After a severe beating the two sisters will transform into one. Now the pattern changes. Link will have to absorb three shots of the same magic. That is, three ice shots or three fire blasts. The third consecutive shot of a specific magic will overload the shield causing it to let loose with the magic. Be sure to strike Twinrova with the blast. She will become dizzy and fall to the pedestal below. Longshot over to the witch and her with your sword. Repeat until they kick the bucket.











You've made it to the last portion of your quest, Ganon's Castle is the only thing standing between Link and the evil wizard. This will test every skill Link has learned up to this point. There are six

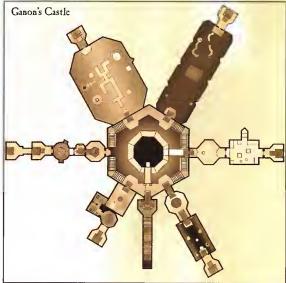


castle. Each one represents one of the six sages. You'll need their help to undo the binding force. Only when the

within the

force has been broken can you face Ganondorf. If you ever need anything or become weary from battle a secret shop full of business shrubs and fairies is located on the lower floor. Use the Lens of Truth to find it. Going in a counter-clockwise manner begin from he door to the right of the entrance. This area represents Forest. Defeat the Wolfos then light all the unlit torches. Equip the Hover Boots as you'll need them to float around the platforms that follow. Use the fans to your advantage as you pick up the silver rupees within. Take out the Beamos before you attempt to get anything done. Use a Light Arrow on the Forest Barrier to speak with Saria.

Enter the door to the right. This is the Water Barrier, Kill all the Freezzards in the







use the Blue Flame on the red ice to exit. Link completed an ice block puzzle like this before. The only difference here is that you have a time limit. When you've done it use another Light Arrow on the Water Barrier.

After the Water Barrier is the Shadow Barrier. This is one of the more challenging areas. Link will have to hit a far away torch with a fire arrow to create a temporary walkway. When you reach the platform with the Like Like you'll have to hit the same torch to create another walkway to a switch. This switch will give access to the chest holding the Gold Gauntlets. When you've gotten the Gold Gauntlet head over to the Barrier room. Shoot a Light Arrow through the barrier just like before.

You be used to collecting silver rupees by now. In this area it is necessary to collect five rupees to advance. The Gold Gauntlets will come in handy against the enormous block. Link will lift it up and toss it back. Now you can use it to get the last rupee. Go into the Barrier room and speak with your brother, Darunia.







The Legend of Zelda







Use the powerful Gold Gauntlets against the obstacle stopping you from the Light Barrier. The Lens of Truth will show Link what his eyes cannot see. Defeat all the enemies here to earn a key. When you come to the Triforce logo play Zelda's Lullaby to earn yet another Key.



The last room is the most confusing. Use the Lens of Truth to see beyond this room. When you have released the Light Barrier it's time for the final task, the Spirit Barrier.

As you enter the room filled with traps and Armos collect all the silver rupees. Filp the nearest switch with your sword in the next room. Collect the Bombdus and use one to hit the far switch. Get rid of the spider webs with a Fire Arrow then use the Mirror Shield to reflect the sun. When the last barrier has been broken you can enter the main tower. There should be nothing surprising as you battle your way up to Ganon. Every enemy you will fight you've already beaten a hundred times over.

CANON

Position yourself as shown when the battle begins. Equip the weapons as shown-have the Hover Boots equipped. You won't be moving much. Ganon will throw magical bolts at Link. Reflect them back with your sword like you did in the Forest Temple. A volley will ensue; after time Ganon will take the hit; unless you mess up first. When he is recovering from the hit quickly strike him with a Light Arrow, only this car pierce his dark soul. Now run across the small hole and slash at Ganon as much as you can in the short time given to you. Run back to your previous position and repeat this pattern. Sometimes Ganon will create what looks like a black hole. When he does this he'll send more than one bolt at you. The spinning slash will send them all back with twice the force. If you run out of magic or need health and arrows the floor below with all the pots has what you need. You will have to climb up the central spire if you fall.

It's not over when it's over. After Ganon lies helpless, or not so helpless, Zelda and Link must escape. You have 3 minutes to make it out of the crumbling tower. Keep ahead of Zelda and she will follow. When she is captured by a wall of fire kill the two Stalfos to free her. When you've escaped you're not completely out of the clear. Link will have one last battle with Ganondorf, who has now changed into Ganon by the power of the Triforce. This final incarnation is the monster we know. And now we learn how it came to be. If you need any items lure Ganon towards the rumble. He'll destroy anything in the way of Link. You can collect whatever flies out. To defeat Ganon one last time fire Light Arrows directly at his head. If he doesn't block you can roll beneath his legs and strike his tail with the Biggoron Sword or the Megaton Hammer. Both work well. Ganon has two swings that can do some serious damage if not avoided. Ganon's attacks and movements will speed up after sustaining some damage. Keep the same rhythm but concentrate on his tail. The battle is close to over when you are permitted to pick up the Master Sword. The







The Segata Sanshiro game is pretty crude, but it has a bunch of fun mini-games and it's a barrel of laughs.





His own CD and stuffed dolls! I wonder if he sings bet-

ter than William Shatner! Segata Sanshiro has been Sega's official mascot for the Saturn in Japan. Originally he was used to market the white Saturn in

Japan (his name is a play on words mean-

ing, "Do Sega Saturn White"), but as his popularity grew he became known as THE Saturn guy. Segata Sanshiro, played by famous actor/martial artist Kunihiro Fujioka, has become so popular that Sega is making a killing through merchandising his character. Some of the merchandising goods include: a Sanshiro Saturn game, plush dolls, Tshirts and even a music CD sung by Mr. Sanshiro himself! His strong, never-say-die image is perfect for the underdog home system. Now that the Saturn's life has run its course, however, Mr. Sanshiro's job has come to an end. The following TV commercial says goodbye:













Sanshiro jumps from the Sega building, grabs the warhead and steers it away by pushing off the window with his feet!



Like Superman, he takes the missile into space and goes out with a bang. The Sega Saturn hero sacrifices his own life for the future of the Dreamcast. How touching (sniff).

Game design schools are becoming so popular in Japan that if you open any Japanese video game magazine, you'll see tons of ads trying to recruit new students. In the U.S., there are several computer graphic design schools but it's pretty hard to find classes that specialize in programming for computer games. In Japan these game schools are popping up everywhere, giving most anybody a chance to become the next Shigery Mivamoto! The only downside is that classes aren't cheap and can range anywhere from \$10,000 to \$20,000. Some software companies, like Konami, have

their own schools

and students get to

learn from masters

Metal Gear Solid

fame! As people

like Hideo Kojima of

begin to realize that



Modeling is an integral part of 3-D character



by Anatole Brown



asics of game desi

video games are becoming a multi-billion dollar industry, more game design classes may start appearing in American Universities. Keep the faith, future designers!

Just a couple of weeks ago, Tomb Raider III was released in Japan by Enix. The Japanese version of the game has an entirely different opening movie. The original U.S. version has no trace of Lara in the opening sequence, but in the Japanese version you get to see her in full action. Check out the subtle differences in Enix's version of the rendered Lara-she looks a tad angrier than our Western counterpart! Also, in Japan people call her Layla Croft, since pronouncing "Lara" is a little awkward in Japanese. None of this, however, takes away from her...um...universal appeal!











The Sega office

celebrates as they

the Dreamcast, A

unagamer terrorist

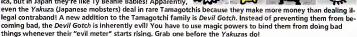
releases a missile

Ahh, run away!

get ready to release

an esevil

All right, I know Tamagotchis are pretty much over in America, but in Japan they're like Ty Beanie Babies! Apparently,



TIPS & TRICKS ULTIMATE













II (part 2)-Plus FREE Sonic R Pinup

BACK ISSUES

March - Samural Shodown III: Revolution X, Earthworm Jim 2, Loaded, Virtua Cop. Virtua Fighter 2

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution. Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May - Killer Instinct 2: Agile Warrior F-111X, Alpine Racer, Night Warriors Donkey Kong Country 2, Darlus Gaiden, Pocahontas, Assault Rigs, Johnny Bazookatone

June - Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara July - Street Fighter Alpha 2: Guardian Herges, Super Mario RPG. Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

October - NiGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter Il Turbo, Ninia Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

—— 1997—

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64. Kizuna Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persona

March - Mario Kart 64; Virtua Cop 2, K-1; The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV-Plus FREE Mario Kart 64 Pinups

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok; Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts-Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour-Plus FREE Rampage World Tour

July - Tekken 3: Super GT, Broken Helix, War Gods-Plus FREE Kerri Hoskins War Gods Pinup

October - Castlevania Symphony of the Night: Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Oddyssey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

—— 1998 ——





















December - Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters

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September-Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Rad Vigilante B. Heart of Darkness

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De Banjo

Nintendo went on a huge advertising campaign in Japan with the December release of Banjo-Kazooie. Several westbound bullet trains (shinkansen) from Hakata to Shin-Osaka were decorated with characters from Banjo-Kazooie. The ad

campaign lasted from the beginning of December until the end of January to greet the new year. Inside one of the cars was a huge Romper Room-style play area for little kids called the "Kiddie Saloon". Inside, you can read, draw, build blocks and even meet Banjo himself! Lucky pas-

sengers were able to purchase awesome Banjo-Kazooie goodies like watches and keychains. Nintendo has been using major transportation systems throughout Japan as a means of advertising; last year it used All Nippon



Airways to advertise Pokémon.

How this has helped Nintendo in N64 sales in Japan is questionable, especially when you consider its poor performance in the Japanese market. What's next, a Zelda ocean-liner?





Here's the original blueprint for the Banjo-Kazooie train.





On the opening day of the train's route, kindergartners got to watch them paint the train and meet Banjo!





Inside the train is a play room for kids. You can even buy some of this cool Banjo stuff from a catalog!

After years of silence in the arcades, Konami found itself with a bonafide hit in Beatmania last year. So successful

was the game that Konami proceeded to create other music and dance games like Dance, Dance, Revolution, Now a whole bunch of companies are trying to bank on the hip-hop culture phenomenon. It's almost as though people have forgotten how innovative Parappa the Rapper was! Konami has released a PlayStation version of Beatmania and there's even a Third Mix add-on disc available. Let's take a look at some of the hot Beatmania items out in Japan now:



We showed you the original black PlayStation controller by ASCII in last month's Cool Zone. Now take a look at these limited-edition controllers for true Beat Maniacs. There's only 1,500 of each, so if you can get your hands on one of them in the U.S. then you're really lucky! Each one was exclusively designed for Famitsu, a famous video-game magazine published by ASCII themselves. The orange one was designed by the art director of the popular band Pizzicato Five, while the white one is designed by Famitsu artists and the yellow one is designed by Jason's buddies, the band Dengeki Groove!



Beatmania for the Color Game Boy! In Japan, a Color Game Boy version was released this month. This version features some songs not in the PlayStation or arcade versions, like "Country





portable Beatmania game. All we can say is that it must be really hard to scratch on that mini turn-table!

Speaking of music and dancing games...Just as we were about to go to press, news

came out of Japan that Enix is releasing an arcade version of Bust-A-Move (a.k.a. Bust-A-Groove)! It's pretty rare that a home console game gets ported to the arcades, but Enix is hardly your everyday company!

Actually Enix got a lot of help from Atlus and the arcade masters at Namco in putting the cabinet

together. The arcade version will incorporate foot pedals to enhance this already fun game even more. Let's hope it makes its way out here soon.





With all those speakers it looks oddly like a Beatmania machine! Put on the Freeze



Cool Zone

colored logo. Dkay, let's cut the

GQ crap; the bottom line is, this

watch rules!

Namco Entertainment

Goods Store in Japan is

the only place on Earth you

"tree person" in Japanese.

can get these Mokujin Choco

treats. The tasty chocolates are twig-shaped.

Along with a brief description of the popular

Tekken 3 character, the back of the box also

the twigs while playing the game and give yourself some power!" Sounds like a plan!

contains the following recommendation: "Eat

Hey, just in case you're curious, Mokujin means

If you have yet to receive your fill of the Spice Girls, you might want to pick up some of these three-inch figures. There are twelve different figures (no Ginger, though!) and each comes with its own transparent stand. Available now from Toy Max, MSRP: \$2,99 ea.

Pikachu "AAA" batter ies from Fuiitsu. Perfect replacement juice for a dying Game Boy Pocket! Import only.



A crazy look back at a time when it was cool to take a picture of K.C. and the Sunshine Band with your new Polaroid instant camera while wearing bell-bottoms and drinking low-calorie Tab. We'll return with more in the coming months...



Amazing Spider-Man Company: Marvel Comics 70s Price: 25¢ ea.

Description: Marvel's monthly, flagship comic book series starring everybody's favorite web-slinger, Spidey!

Comments:

school were

Study halls in high

Description: The world's first 9-volt battery-operated handheld electronic football game made its debut in 1978. A series of tiny, red L.E.D.'s represent players and the ball.

joy?! In the 70s, there was no cheaper way to gain happiness than by buying a comic book; in this case, Gerry Conway and Ross Andru's ASM run. Lots of cool villains like Tarantula. Cyclone, the Jackal and the Punisher made their debut in this series!

Comments: Can you say 25¢ = pure

Comments: One trend during

the 70s was to make fun of just

onto dresser drawers and school

ly highly sought-after by collec-

Comments: Oh my god, where do I

umenting my glee-filled childhood

tumed figures. Okay...dolls. These

thanks to these wonderful cloth-cos-

things are now going anywhere from

If I just had a freakin' time machine...

\$300 to nearly a thousand bucks a pop!

begin?! I could fill page after page doc-

lockers, these stickers are current-

about everything. Since most kids ended up pasting these decals

Electronic Football Company: Mattel 70s Price: \$29.95

actually entertaining thanks to this little gem. A huge, HUGE seller back in the late 70s, this item was on every teacher's "Top Ten" list of things to confiscate from students.



Wacky Packages Company: Topps 70s Price: S¢ per pack

Description: Satirical stickers poking fun at everyday consumer products, includes a stick of bubble gum.

Comments: **Dynamite** For those seeking the pany: Scholastic quintessential glimpse 70s Price: \$1.00

into the crystal ball of the 70s, there's probably no better source than right here. A typical issue of Dynamite covered anything from Farrah Fawcett to the cast of Welcome Back Kotter, Groovy!



Description: Monthly kids magazine offered by Scholastic Book Club through schools. Covers page culture and current trends

> World's Greatest Super-Heroes 8" Action Figures Company: Mego 70s Price: \$2.99 ea

> > Description: Simply the greatest action figure line of all time.

Comments: Back in the 70s. the year "1999" seemed like a million years away! (scary, huh?) Eventually, rust-prone metal kits like the one seen here were replaced by plastic ones. Still, there was something cool about the look and feel of a metal

Lunch 80x

lunch box. Plus, it made a cool "KRANGI" sound when it was snapped shut.



show

Description:

A metal lunch

box depicting

science-fiction

lame-o Canadian

a severely

Colorforms Company: Colorforms 70s Price: \$1.99

Description: Die-cut, soft vinyl play pieces *stick like magic!" to UV-coated

Description: Weekly liveaction Saturday morning kid's program starring Johnny Whittaker, Later episodes also feature the flamboyant antics of (shudder) Rip Taylor.

Comments: Like many of Sid & Marty Krofft's "doobie-ous" creations, this

cardboard dioramas. Licensed properties include Scooby Doo, Charlie Brown and Spider-Man.

Comments: There was a time during the 70s when Colorforms probably kept more kids busy than any other toy on the market. There was much fun to be had in creating scenes with assorted soft vinvi pieces. Simplicity rules!

Sigmund & the Sea Monsters Company: Sid & Marty Krofft

show was major fun to watch. The "boy and his sea monster" concept was truly magical. Why aren't any of the networks pro ducing shows like this anymore?



Land of the Rising Sun, this little dog is still hot, in at ler a foot. this Parappa toy has articulation in his arms and head. He's one of many charac-

While not as

that Anatole

line. These figures have cloth attire and look great. We'll show you some more next month! Pick this one up for about 30 bucks and change. Import only.



over at Sony! Now we don't have to throw controllers anymore when we're frustrated; station to unload every ounce of

our fury! Tyson, look out! Yeee-ah!

Fei-Yin is one of the latest Virtuaroids

to make the transition from polygons

of the cast, Fel-Yin is super detailed.

Apharmd and Fei might be the last

VO characters before the sequel

tovs trickle in. She'll run vou

about 30 dams at an import shop or Big Entertainment.

to plastic, Slightly smaller than the rest

we just calmly stroll over to the workout

ing at something very indeed. This is a limited edition Famitsu Game Boy Light/ As you may recall, WEEKLY FAMITSU is widely regarded by many in the know as THE greatest videogame magazine in all Japan, if not the world. Well, the publisher actually got together with Nintendo of Japan last year to produce their own

exclusive Famitsu Game Boy Light. Awesome, huh? Import only. This delightful beverage is called sake (pronounced "sock-a"). It is a very popular drink for adults in Japan. It has the power to make even a big, strapping man feel a bit on the "eee-eeevil" side, so we don't recommend you ever try it. Remember what happened to Austin "Danger" Powers when he went

Cool Zone!

able to manipulate poor Austin by saucing him up with the stuff!

on that visit to

see Allotta

Fagina? That

temptress was

An arcade gamer's paradise come true! MAS Systems, the developer of the Multi Arcade System Stick shown here, has been making exact arcade replica joysticks since the days of the good 'ol Super NES and Sega Genesis. This big daddy control system is what every hardcore fighting game fan should have for the most precise gameplay imaginable. Each joystick is custom made with top quality microswitches, and as close to the arcade as you can get. TIPS AND TRICKS has thoroughly tested the MAS Super Pro Stick, and believe us when we say it, these things are sturdy! Every special move and combo—and we mean EVERY one—can be pulled off to perfection, just like in the arcade. The Super Pro-Stick runs \$79.99 for either PlayStation, Nintendo 64, or Saturn. You can add \$29.99 for each additional system that you would like your Super Pro-Stick to be compatible with. To order, please call MAS Systems at (714) \$31-4741, or if you have internet access, look them up on the web at www.massystems.com, and tell em Tips AND TRICKS sent ya!

For years, CH Products have been making top-shelf PC-compatible controllers and peripherals. The company has finally entered the console market with the debut of their dual-analog GameStick for the PlayStation. We know what they say about proof being in the pudding, so we put the stick through its paces. First, we threw in THQ's Bravo Air Race—a digital game, mind you—and vere quickly impressed at the general ease of control. We then proceeded to play through several more games, including the real test: Namco's superbly-crafted Ace Combat 2. We're happy to report that the GameStick pulled through with (ahem) flying colors. Although the manufacturer claims that the device emulates dual-analog pads, digital pads, analog joysticks and even Namco's NeGecon, we found it performs best while playing flight sims. Check your local retailer or simply visit CH Products at their web site: www.chproducts.com. MSRP: \$59.95

The doo-hickie attached to this Game Boy Pocket is called the GB Stick. Manufactured by Mori Gang of Japan, the GB Stick snaps onto your Game Boy Pocket and features larger buttons and a control stick which works the D Pad underneath. At about eight bucks, the GB Stick will not work with any other Game Boy incarnation other than the Game Boy Pocket, Import only.

Crash fans should check this out! This 14-inch plush Crash doll looks more like the "doppleganger" Crash from Crash Bandicoot: Warped than the real one! Anatole picked up the fuzzy marsu pial at the Universal store at Universal Citywalk in California, MSRP: \$19.99



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